The NEW Amiga///Technologies in the US and Europe

Amazing COMPUTING™ For The Commodore AMIGA®

Your Original AMIGA® Monthly Resource

Volume 10 No. 7 July 1995
US $3.95 Canada $4.95

The New Amiga



- ESCOM's New A4000 Tower
- Secure email
- X-Rays on the Amiga
- Libraries in Assembly
- Brilliance 24-Bit Painting Tutorial

Reviews:
- DirWork 2
- Litil Divil

and more!

TurboCalc V2.0

TurboCalc V2.0 is the unique software solution that defines a new standard for spread sheet applications on the Commodore Amiga. Experience its nearly unlimited capabilities in all relevant categories:

Design
- extensive formatting options
- all supported font formats allowed, including new vector fonts
- no color restrictions
- various cell frames, including 3D-option
- freely adjustable row width and column height
- more than 40 different number, time, and date formats

Functions
- more than 100 functions covering mathemetical and financial needs
- intuitive input via mouse

Diagrams
- all common chart types supported (bar, histogram, line, pie)
- footer and header in any admitted character set
- various filling patterns and colors
- optional display of legend and axis labeling
- output as IFF file or graphic printout

Macros/ARexx
- macro language with more than 120 instructions including conditional branching, loop constructions, user requests and embedding of external routines
- ARexx port with mutual ARexx and macro instructions
- automatic macro recording and tracing mode for easier routine debugging
- free menu definition

Printout
- output in built-in printer font (draft mode) or as freely scalable graphic with all enhanced formattings like font style, frames, cell grid etc...(requires OS2.0 or higher)

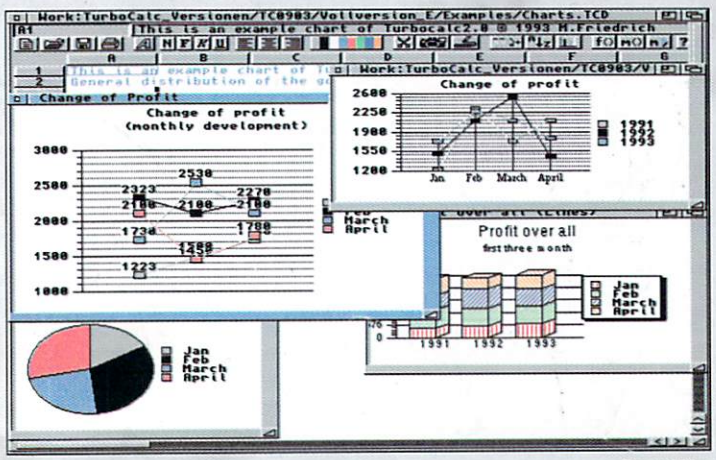
Database
- integrated database with numerous data definition and retrieval options: search, copy and delete operations according to user defined criteria

Control Options
- full mouse or keyboard control
- toolbar with icon shortcuts
- completely english version including 200 page manual

Technical Characteristics
- sheet size limited only by available memory
- no restrictions in sheet or window quantity
- import of foreign formats supported (MS Excel, Professional Calc, CSV/ASCII format)
- OS2.0 user interface look and feel
- freely adjustable screen mode and font selection
- all new screen modes of OS2.0 supported
- fast, due to being written 100% in assembler code

Required Hardware
- Commodore Amiga
- Kickstart 1.2/1.3, 2.0, 2.1, 3.0, 3.1
- 512Kb main memory (1Mb or more recommended)
- supports all common printers





GURU-ROM V6

Stefan Ossowski's Schatztruhe and Ralph Babel, author of the well-known »Amiga Guru Book« and long-standing former system software developer for GVP, the American company known for its high-quality hardware products, present:

Guru-ROM Version 6
The final update for all GVP SCSI host adapters!

Years of experience, technical know-how, and competence from the world's best Amiga software and hardware engineers are condensed in this penultimate product. It makes it possible for the user to productively and comfortably use SCSI, without sacrificing performance, risk of incompatibility, or waste of resources. Together with exhaustive documentation, the »Guru- ROM« enhances each Series-II host adapter in many decisive and for the serious user essential features:

Universal: a SCSI driver without compromise for all Series-II host adapters and all »Combo« and »G-Force« accelerator cards for the Amiga 4000, 3000, 2000, 1200, and 500. This ROM module, which has been considerably extended in its code and feature set, replaces all previously distributed driver ROMs.

Fast: unparalleled transfer rates of up to 3.5 MB/s raw (Zorro-II limit), 3.1 MB/s measured with »SCSISpeed«,
2.4 MB/s measured with »DiskSpeed« - even on a stock 7-MHz 68000-based Amiga! All the while, the CPU typically retains 80% free processing time. Always maximum performance through the automatic selection of the currently optimal transfer mode (DMA, buffered DMA, PIO).

Multifaceted: supports all device types defined in the SCSI standard, such as hard disks, CD-ROM drives, streamers, scanners, and magneto-optical devices.

Compatible: complete support for the RDB standard resulting in trouble-free autoboot, automount, and the exchange of devices and media between two computers from Amiga OS 1.3 through 3.1.

Flexible: disconnect/reselect, synchronous transfers, and parity checking can be enabled separately for each device (even for devices without an RDB). Also complete write-protection (useful for kiosk applications and for virus protection) is possible.

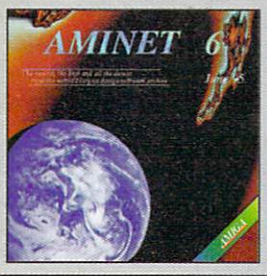
Intelligent: maximum compatibility with nearly all hardware and software through special handling of all known firmware bugs of the most popular SCSI devices and DMA hardware bugs in the A3000 and A4000, workarounds for internal errors in the WD SCSI chip, as well as special modifications to account for defective application software.

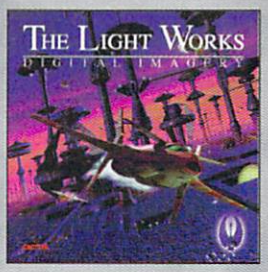
Upward-compatible: completely compatible both to the SCSI-2 as well as to the SCSI-1 standard, thereby providing the broadest support for all devices on the market including those still to come.



Circle 103 on Reader Service card.

CHIARI OFFICE - 1995





The Light Works

Raytracing is a fascinating area of computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne Germany, whose detailed objects stun people, especially his space ships of famous science fiction films which are used to demonstrate the capabilities of raytracing programs. Now available on CD-ROM for the first time as a complete collection, his objects are highly detailed and extremely realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create your own scenes or animations.

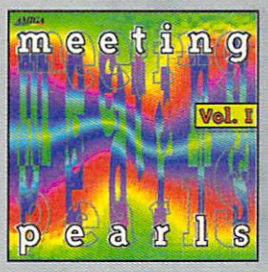
The Light Works: $57.95

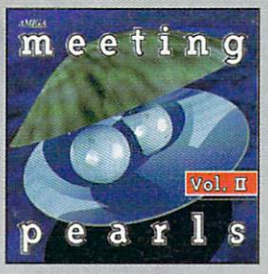


FreshFonts II

FreshFonts volume 2 contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), and Thienen (19 families).

FreshFonts Vol 2: $29.95





Meeting Pearls

Meeting Pearls volume 1 contains about 150 high quality and high resolution fractals, a ready to run version of PasTeX which includes fonts for FAX and 600 dpi printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX, a lot of utilities, games, etc.

Meeting Pearls volume 2 contains 650 Mb of the finest freely distributable software and has a special user interface which has been created to allow you to find the program of your choice with ease. The contents include 35 Mb of selected HTML pages; 50 Mb graphics programs and data; 15 Mb games; 10 Mb from "The Party '94"; 13 Mb disk, hard disk, CD-ROM and SCSI tools; 19 Mb various other tools; 11 Mb educational software; 25 Mb terminal programs; 25 Mb animations, mainly from Eric Schwarz; 40 Mb developer tools (e.g. pre-installed DICE, Oberon, & Modula compilers, Commodore Includes, GUI- Tools); 9 Mb music programs; 10 Mb midi programs; 27 Mb pictures; 60 Mb texts, FAQs, CD contents files, etc; 40 Mb linux for Amiga; 100 Mb TeX installation (PasTeX incl. 600 dpi and fax fonts); 38 Mb movie data base; 50 Mb archives for Psion; 18 Mb modules; 50 Mb NetBSD for Amiga.

Because the version of NetBSD included on Meeting Pearls CD's includes encryption code that is restricted for U.S. export, all imported CD's will only be available for resale within the U.S.

Meeting Pearls Vol. 1: $13.95
Meeting Pearls Vol. 2: $13.95



Aminet

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use.

Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives. This 4-CD set, which is dated January 1995, offers an almost inexhaustible reservoir of top value shareware. There are also quarterly releases of selected portions of the aminet files. Aminet Volume 6, dated June 1995, consists of approximately 1.1 gigabytes of software in 3,800 archives. Volume 6 has a special focus on demos; more than 1800 demos from Aminet were included. One year subscriptions to the Aminet series are available. There are expected to be four releases per year, so the subscription is actually for 4 CD's, regardless of when they end up shipping.

Aminet Set: $43.95
Aminet Quarterly: $19.95
Aminet Quarterly - 1 year subscription: $59.95



Magic Illusions

This CD brings a new interesting form of entertainment to your screen - 3D Stereograms! Without special aids a colorful, fantastic, three dimensional object appears suddenly on a two dimensional strangely patterned picture. Via books, the illusion of depth has already stunned millions of people around the world. Now you can view the stereograms at home on your screen! Everything you need is on this CD. Besides 200 stereograms with varying difficulty, there is software included which enables you to create your own 3D pictures.

Magic Illusions: $19.95



Gateway!

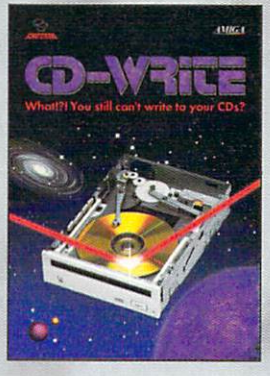
Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigeDOS internet utilities, such as clients for AmiTCP and Envoy.

Gateway!: $22.95



Gamers' Delight

Gamers' Delight contains more than 40 games in various categories, including Action, Jump & Run, Card Games, Puzzles and Strategy. A whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long lasting pleasure. All games are full commercial versions, no public-domain & no demos. This CD can be run on any Amiga with a CD-ROM drive, the CDTV, or on an Amiga CD 32 console with 1 MB free memory and Joystick/Joypad. **Gamers' Delight:** $43.95



CD-Write

CD-Write is based on a simple but ingenious technique. Because you cannot write on ordinary CD's using ordinary CD-ROM drives, CD-Write extends the Amiga OS in a fully OS compliant and completely transparent manner, to redirect modifications to CD's to a special area of your harddrive or other writable media. From now on you will be able to treat CD-ROMs like any other media, writing or deleting files, moving and snapshoting windows and icons, changing the icon tooltype fields, replacing icons with your favorite ones, rearranging directories, changing the default configurations of programs run directly from the CD-ROM, saving game high scores, etc. Minimum system requirements: Amiga 500, A600, A1000, A1200, A1500, A2000, A2500, A3000, or A4000 with at least 1 MB of RAM, OS 2.04 or higher, CD-ROM drive; hard disk recommended.

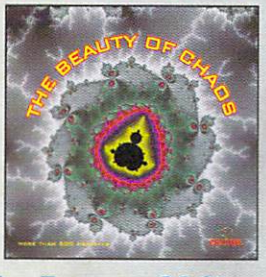
CD-Write: $57.95



CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD 32 game on an A1200 or A4000 with CD-ROM drive and any filesystem. You can create a configuration file for each CD, containing information about the Joypad emulation. You can also save the highscore of each CD32 game. Use and installation of CDBoot is very easy, even for beginners, due to the excellent manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CD-Boot is an excellent software solution for all Amiga enthusiasts who would like to enter the world of CD32 games.

CDBoot 1.0: $49.95



The Beauty Of Chaos

Dive into the fantastic world of fractal geometry and make a safe journey through the depths of the mandelbrot set. This CD includes 507 mandelbrot pictures in GIF format (256 colors) in various resolutions (1140x890, 1024x768, 640x480), 20 selected true color pictures in TIF format and graphic viewers for PC, Amiga and Macintosh. **Beauty of Chaos:** $22.95

All products are available in your local Amiga shop or through national mail-order companies

North American distributor:

Amiga Library Services
610 North Alma School Road - Suite 18
Chandler, Arizona 85224-3687 USA
Voice/Fax (602)491-0048
Voice only: (800)804-0833
EMail: info@amigalib.com

European distributor:

GTI
Grenville Trading International GmbH
Zimmersmühlenweg 73
61440 Oberursel · Germany
Tel. +49-6171-85937
Fax +49-6171-8302
EMail: Compuserve 100336,1245

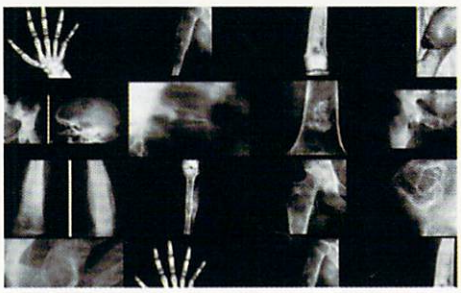
Amazing COMPUTING For The Commodore AMIGA



A company is born, Amiga Technologies, p.12



Create Fine Art with your Amiga, p.16



Boning up with the Amiga, p.20



Driving the Amiga message home, p.39

6 NEW PRODUCTS and other neat stuff

The Amiga 4000 Toaster Oven Tower from Anti Gravity, Photogenics 2.0, Make your own hidden 3D images, and more.

12 ESCOM creates Amiga Technologies

Escom ends speculation on their plans for the Amiga as they host a press conference for journalist from Europe and the US.

16 Brilliance Tutorial

by Marc Hoffman

Use the power of this program to create realistic still masterpieces fit to hang in any gallery.

20 Basically Bone

by Michael Tobin MD

Tired of handling an assortment of X-rays, our author uses the Amiga to train young doctors and keeps the files where they belong.

26 On-Line

By Rob Hays

Keep your electronic messages safe from prying eyes, discover a way to retain your clipboard information, and more.

32 DirWork 2

By George Evans

Use this point and click interface to speed your way through the Amiga's disk functions and file handling.

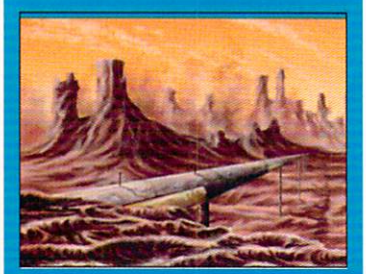
36 Begining Assembly

By Bill Nee

In his third installment, Bill demonstrates the Amiga's libraries and how to utilize them.



ESCOM's new Amiga logo, page 12



Amazing Artist 48

Marc Hoffman demonstrates his abilities at creating other-world scenes on the Amiga.

GAMES



42 Litl Divil

By Jason D'Aprile

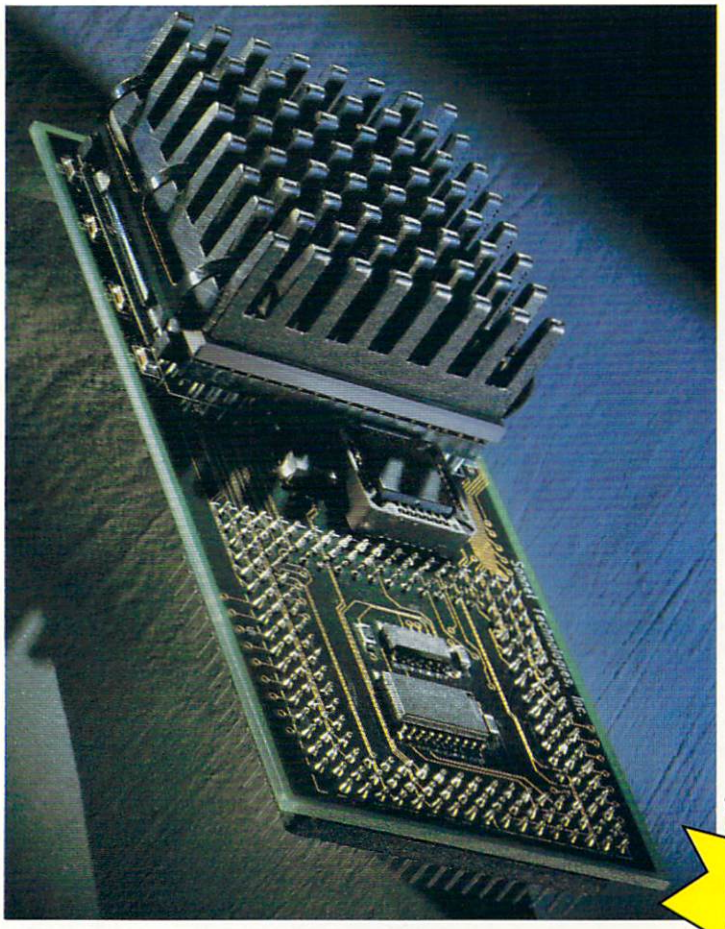
Try your luck in the lower labyrinths of this dungeon folly filled with puzzels and twisted routes.

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Available Now for the Amiga A4000



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Champaign, Illinois
(217) 355-2785

Mr. Hardware Computers
59 Storey Avenue
Central Islip, New York
(516) 234-8110

Circle 126 on Reader Service card.

EDITORIAL CONTENT



As I stated in last month's editorial, ESCOM held a press conference in Frankfurt, Germany on May 30. Had someone told me a week earlier that I would be traveling to Europe for a single 2 1/2 hour event, I would have told them they were crazy. No, apparently I am.

The world has changed. We think less and less of the distances between places and more and more about the things we accomplish. A trip to Germany from the East Coast of the United States should take about 7 hours (give or take a little for the jet stream). However, the only reasonable fare that I could get on short notice, left two days before the conference and required that I travel for 15 hours through several airports and even a train station. In a lot of ways, it reminded me of the way we have followed the Amiga.

Blind Alleys and Sudden Light

Since Commodore's demise, the overriding question on everyone's mind (at least everyone in the Amiga community) has been what is the future of the Amiga? Will it be built again? Can it come back?

In the pursuit of these answers, *AC* has followed every lead, no matter how small, to see if anyone would provide the inspiration to create a new future for the Amiga.

I have met possible owners on the floor of a casino in Las Vegas and in a private office at a trade show in Chicago. At every turn, I have been both leery of what I have been told and hopeful for what I wanted to believe. I gave every person an honest and unprejudiced ear. But, with each, I felt the doubt. Could it be done?

As I watched the carefully planned presentation by Amiga Technologies, I felt the same small gnawing doubt. Were these people concerned with the Amiga in North America? Did they understand what it would take to draw on the Amiga's strengths and regain its position worldwide?

Since almost all of the attendees represented different portions of the European Amiga community, it was not surprising that almost all of the presentation was directly focused on their needs. Although, I learned a great deal about the direction and attitude of Amiga Technologies (please see the article on page 12), I had very little solid information about the North American portion of the market. Even in the direct question and answer session, it was evident that Amiga Technologies either had not established a program for North America or they were not able to release the information.

When I returned home, one of the first persons I called was Ed Goff, the Philadelphia attorney who was responsible for Amiga licensing and technology in the US. It was in that call that I learned what I had traveled over 8,000 miles to discover. The Amiga 4000 Tower would be built in the US and distributed through existing distribution channels.

True, there still is no direct information on marketing plans, nor is there any solid information on A1200's or even CD32's. But, there is a real plan on providing machines to a market that has not had sufficient stock for longer than Commodore has been out of business.

Maybe this news is still too new. Maybe we are excited about anyone who would attempt to produce Amigas. But Amiga Technologies has raised the flag. However, in the greater scheme of things, it doesn't matter how many miles we have traveled to get here, the only thing that matters is what we accomplish now.

Sincerely,

Don Hicks
Managing Editor

Amazing COMPUTING / AMIGA

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ImageFX 2.0

"When Your Image Is On The Line"

ImageFX is the only image processing software package you will ever need for your Amiga...Period. This phenomenal program comes with a complete array of professional 24-bit paint tools and unsurpassed special effects. When you're up against a deadline, you don't have time to second guess. ImageFX gives you total control of the creative process with the fastest and easiest to use interface on the market.

When your image is on the line, you can't afford to make a mistake. Your image processor has to have all the tools an image processor should have. ImageFX lets you see your images as you work on them. Provides virtual memory for virtually unlimited image sizes. Supports framegrabbers and scanners. Paints in full color, even emulating traditional media such as charcoals and watercolors. Supports dozens of image file formats. Other packages? They either can't do it, or you'll pay extra to get it. They stand still while ImageFX continues to grow and improve. Dramatically.

ImageFX 2.0 sets a new standard of quality for graphics manipulation on the Amiga. When your image is on the line, don't settle for less. Step up to the best. Step up to ImageFX 2.0.

For a complete list of features in ImageFX 2.0 call the Nova Design support line at (804) 282-6528.

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NEW PRODUCTS

and other neat stuff

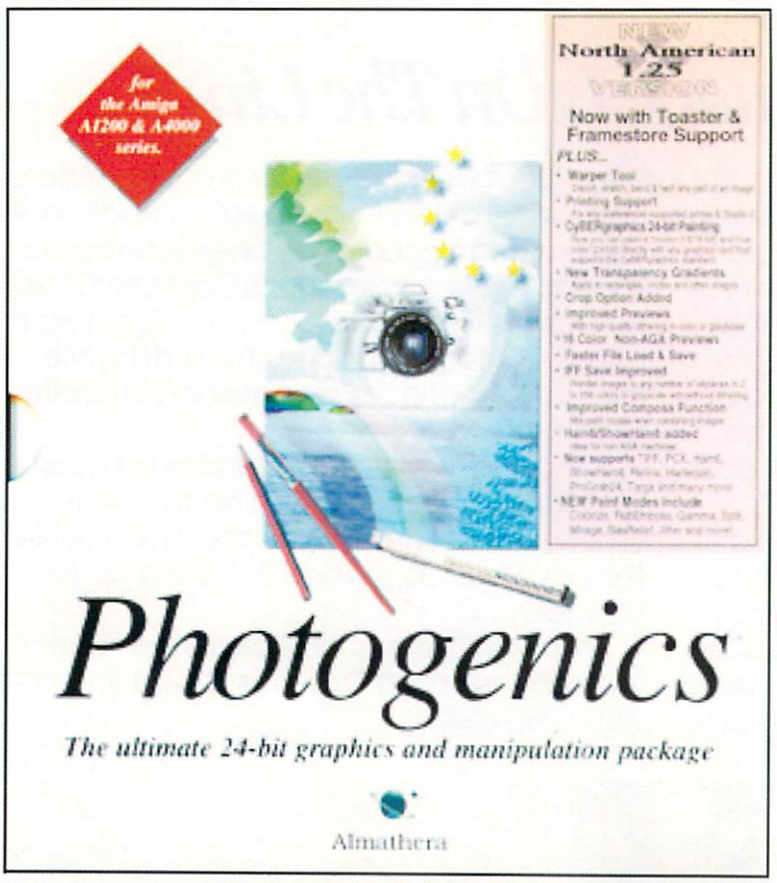
Photogenics™

Photogenics is a newly released 24-bit graphic and manipulation package for the A1200/A4000 series of computers. This new North American 1.25 version with Toaster and Framestore support gives you both the ease-of use and creative freedom of many traditional paint programs found on the PC or Mac. You can edit multiple images, each in their own resizable window. The realtime HAM-8 display gives you full-color painting without a 24-bit graphics board.

Features include natural paint tools for realistic graphics such as chalk pastels, marker pens, air-brush and more. Image processing effects include add noise, emboss, monochrome, negative, rib through, shift hue, tile and much more. The package supports many image types including IFF-ILBM, GIF, JPEG, CDXL ASCII Art just to name a few. Photogenics also has "spray on" effects and full visual Alpha Channels. It has open architecture so you can write your own loaders/savers and paint modes (example C and Assembler sourcecode included).

Almathera, Southerton House, Boundary Business Court, 92-94 Church Road, Mitcham, Surrey CR4 3TD England.

Photogenics is distributed in North America by BMD US (Dealers telephone 412 962 6001 and by Amiga Warehouse 800-258-0533.



Photogenics is a new North American 24-bit graphic and manipulation package for the A1200/A4000.

Aminet 6 - June 95

Aminet 6 is the latest edition to this world's largest collection of freely redistributable Amiga software. This new CD consists of approximately 1.1 gigabytes (uncompressed) of software in 3800 archives. Since the release of Aminet CD 5 more than 524 MB of new software has appeared. This current edition has a special focus on demos, with nearly 2000 demos included. Please note that some of the material and data are shareware.

Aminet is distributed in North America by Amiga Library Services, 610 N Alma School Rd Ste 18, Chandler AZ 85224-0048, Voice/Fax (602) 491-0048, Voice Only (800) 804-0833, EMail: info@amigalib.com.

Amiga Convention '95.

On August 19-20 of 1995, the third annual Amiga Convention will take place for those who own and support the use of Amiga computers. The convention will take place in a college cafeteria in Montreal, Canada, an area large enough to accomodate over 1,000 people not including surrounding rooms. The entrance fee will be 7 Canadian dollars, and the times will be 8:00 AM-8:00 PM on both Saturday and Sunday. The address of the convention is College du Vieux Montreal, 255 Ontario EAST Street, Montreal, Quebec, H2X 1X6 in Canada. Anyone wishing to obtain more information about the show or simply wishes to talk to the organizers should feel free to call 514-649-9756 in Canada and ask for Frederic Tessier regarding the Amiga Convention '95.

Anti Gravity Products

Anti Gravity Products announced the release of their Amiga 4000 Toaster Oven Tower System. This system has a suggested retail price of $9975. It includes a mouse, keyboard and joystick extenders, hardDisk and floppy cables, two cooling fans, and an all metal RF enclosure. Some options for this package are a temperature indicator, DualVideo Slot, Zorro Adapter, and an unusual hard drive adapter of your choice. *Anti Gravity Products* also announces their *Rendersaurus*-LW275A for a suggested retail price of $11,995.

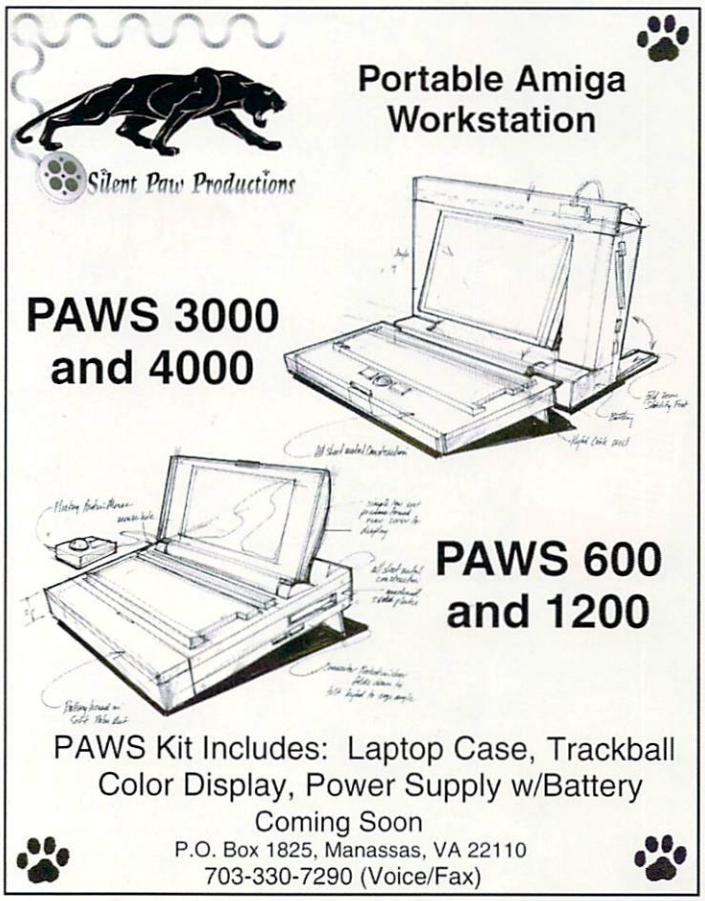
Anti Gravity Products, 456 Lincoln Blvd., Santa Monica, CA 90402, Tel 310-393-6650, FAX 310-576-6383.

Legendary Design Technologies' "Jet Flyer."

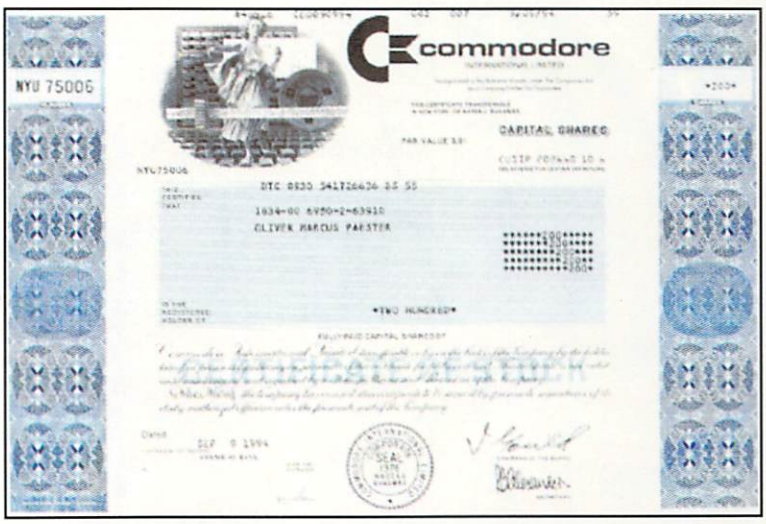
Legendary Design Technologies announced that a product previously announced as the "High Flyer" has been renamed the "Jet for Flyer," or simply the "Jet." This change is due to the announcement of a similar sounding and functioning product by Expansion Systems, and Legendary voluntarily altered the name of their product.

Legendary Design Technologies, P.O. Box 1147, Lewiston, NY 14092-8147. In Canada: 25 Frontenac Ave., Brantford Ontario M3R 3B7 Canada. Tel 519-753-6120, FAX 519-753-5052.

(continued on page 10)



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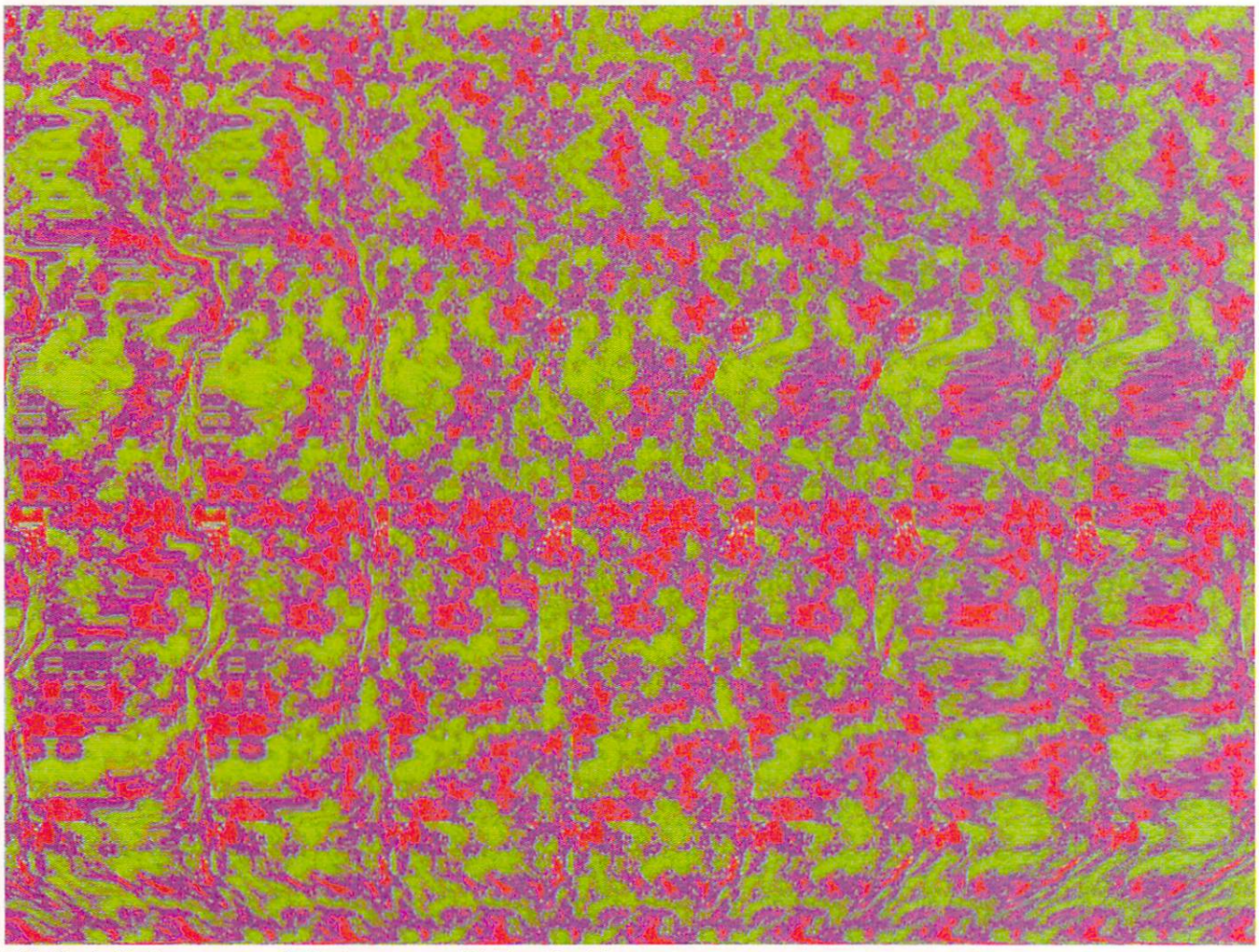
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(continued from page 7)

Paxtron Corporation

Paxtron Corporation has acquired North American distribution rights to a tool called the Advanced Amiga Analyzer. This tool is a combination of hardware and software that functions on all Amiga computers with the exception of the A1000. *Paxtron* has boasted a very good market in the United Kingdom and Europe. The Advanced Amiga Analyzer has a retail price of $69.95. In addition, Paxtron is including free the "Final Test" diagnostic diskette and the Amiga Troubleshooter Guide.

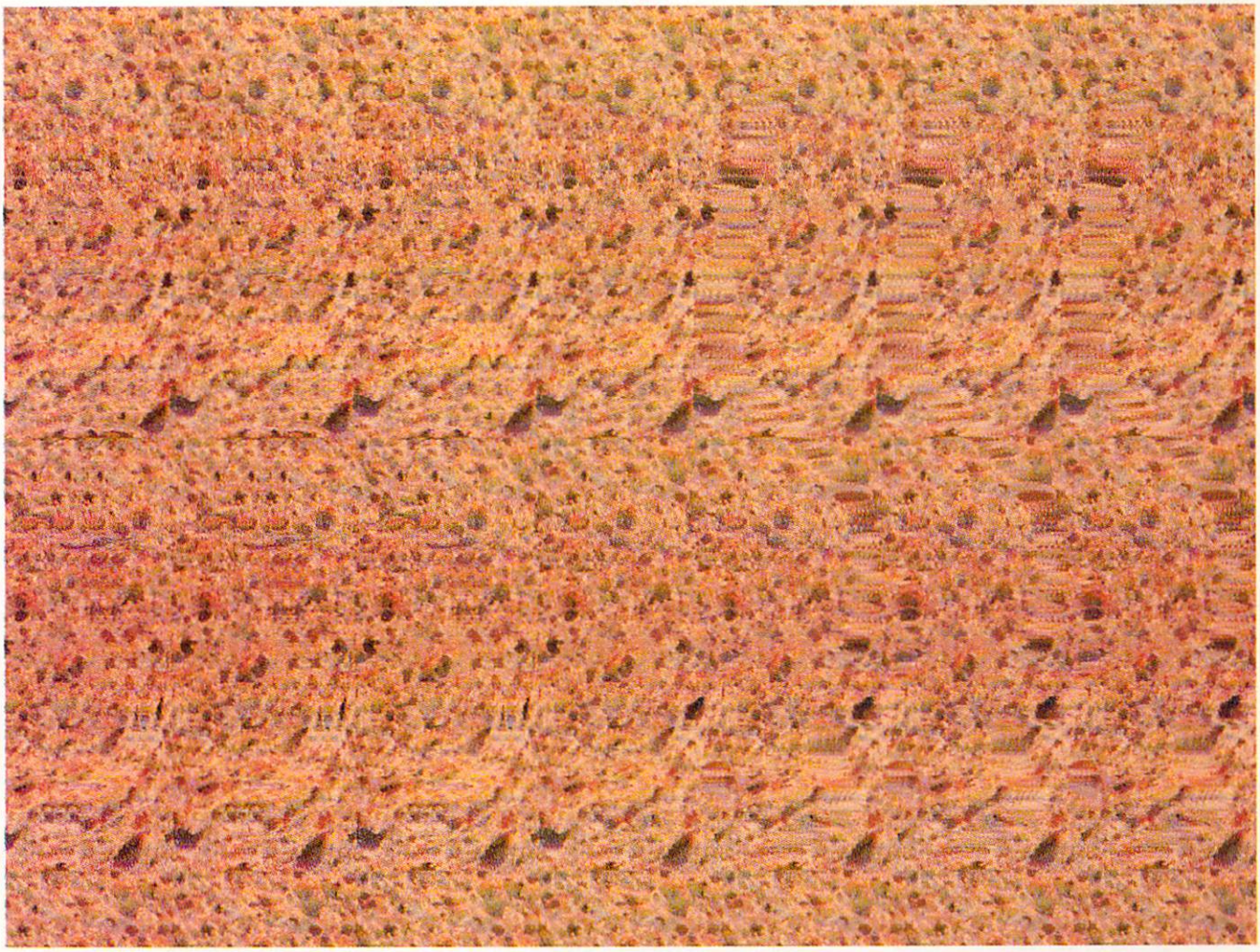
Paxtron, 28 Grove Street, Spring Valley, NY 10977, Tel 914-578-6522, FAX 914-624-3239.

DRC Sequential Graphics.

DRC Sequential Graphics has announced the finish of home pages for its products. Customers can now use their Web browser to visit http://www.itsnet.com/home/bug/mammon.html to see thumbnails of Video Collage backdrops. VideoCollage is a collection of the company's 60 best backdrops. All images are 24-bit JPEG compressed and are cross platform comaptible. The images are also 752x480 pixels, making them ideal for the Video Toaster's CG module. VideoCollage includes 60 24-bit JPEG compressed images, a standard installation utility, and thumbnails of each image for easy reference. This collection boasts a suggested retail price of $99.95, but has been made available through DevWare for only $74.95. You can contact them by calling 1-800-879-0759 to order. For a limited time, *DRC Sequential Graphics* is offering VideoCollage for $49.95 plus $2.50 for shipping and handling. For any further questions about the product, you may call *Sequential Graphics* at 1-801-373-9579.

MD+F

MD+F has announced the release of the SX Image Editor for the Commodore Amiga. This product, which was designed specifically for the advanced Amiga user, provides fast and efficient image editing, includes popular import and export modules, and a powerful, multi-user database engine. SX shipped on January 12, 1995 and includes a free upgrade coupon to the OS/2 Warp and PowerPC. The introductory price is $50.00.



Can you find the Baseball players in the hidden picture on page 10 or the boxing Kangaroo above?

MD+F, Contact: Ali Fracyon, P.O. Box 682, Vienna, VA 22183, tel 703-913-4504, Internet: FRACYON@Bix.com

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ESCOM creates Amiga's Future—

Amiga///Technologies

ESCOM announces Amiga 4000 Towers by September-October with a New Look and more!

On May 30, 1995, ESCOM AG announced its plans for the Commodore name brand and the Amiga platform in Frankfurt, Germany before an audience of more than 50 Amiga journalists and Amiga developers. ESCOM used the occasion to display their new design for the Amiga 4000 Tower as well as to unveil the new Amiga logo and a new Amiga company, Amiga Technologies.

Some of the more important points from this conference included Amiga Technologies' plans to build 25,000 Amiga 4000 Towers with newly designed cases between now and the end of the year. The first such machines should be available as early as September or October (10,000 of the machines are ear-marked for the North American market).

Amiga Technologies will also produce over 100,000 A1200s for the European market. No figures were available for the number of A1200s available for North America.

CD32s was the only other Amiga product that Amiga Technologies has decided to currently produce. There were no numbers or distribution schedule given.

Amiga Technologies and ESCOM executives believed there was no need to establish separate sales companies for each country in Europe as Commodore had done. Their central sales and distribution organization would be based in the Netherlands for their European needs. There was no information available for marketing or distribution in the US. (At press time, *AC* has learned that the A4000T will be produced in the US and distributed through the normal channels in the North American market. Please see the editorial on page 4 of this issue).

The Commodore portion of Escom's purchase will be split from the Amiga. The two names will now belong to two distinct and separate companies. ESCOM will maintain the Commodore trademark and use it to launch a serious multimedia PC computer for the European market. Sales, distribution, and development of the Commodore branded PC machines will be handled by ESCOM and will not be associated with Amiga Technologies.

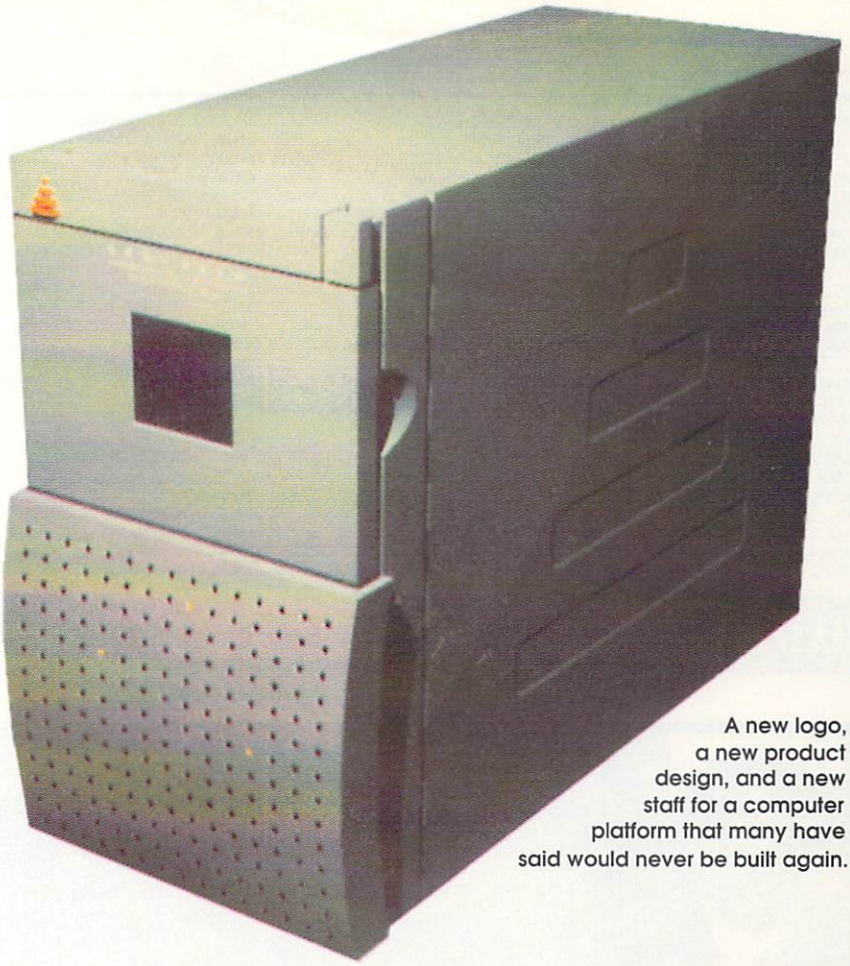
The 2 1/2 hour presentation included speeches and a question and answer section. The speeches were



Escom and Amiga Technologies executives presented the direction and goal of the new company as well as facts and figures of their hopes for the Amiga.



The Amiga Technologies launch attracted journalists and Amiga developers from the entire Amiga community.



A new logo, a new product design, and a new staff for a computer platform that many have said would never be built again.

presented by ESCOM and Amiga Technologies executives as well as an assortment of Amiga developers.

Petro Tyschtschenko, General Manager of Amiga Technologies GmbH, began the proceedings, "...we are determined to resume production and also want to continue hardware and software development of what we believe is a superior technology. That's why we created Amiga Technologies and we are now hiring the best and most capable people to accomplish this.

"As the director of Amiga Technologies, my first priority now is to resume production of Commodore and Amiga computers and bring them on the market as soon as possible. For us, this means September 1995." He also stated, "The rumored stocks of new Amigas ready to be sold do not exist."

In regards to Amiga Technologies, Mr. Tyschtschenko stated, "the new Amiga Technologies will now become the operating center of an international Company held 100% by ESCOM AG. Our headquarters in Bensheim will employ around 50 people for the following tasks: development, support to developers, resellers, end users, production management, Marketing, PR and administration. We also took over the former Commodore development center in Norristown, with its research and development facilities.

"Amiga Technologies GmbH expects a turnover of 100 Million DM in 1995, mainly from the Christmas business with Amiga 1200, 4000, and CD32. Our monthly expenses are evaluated at around 600,000 DM. The break-even point should be reached this year. We are confident that we will have rentabilized (recouped) our 10 million dollar investment by spring 1996 with Amiga sales and licenses."

Escom AG's Chairman of the Executive Board, Manfred Schmitt, set the stage for Escom's goals, "ESCOM now turns from a PC manufacturer and retailer into a multimedia company." In order to do this, Mr. Schmitt stated, "Our goal is to give the user a cost-efficient way to access all these new services the multimedia world will allow. The Amiga technology brings us all we need here in an elegant way. We see in the Amiga the key to Multimedia technologies for the future."

Mr. Schmitt acknowledged the needs of PC users by stating, "the Amiga represents a very interesting alternative. It stands out with an amazing price/quality ratio. Also remarkable is the operating system with a still unmatched multitasking ability. That means that several applications can run simultaneously,

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depending on available memory without slowing down the whole system." He went on to state, "The Amiga operating system needs 8 times less memory than Windows, and it multitasks better than Windows. Through this smart use of system resources, the Amiga is still a very efficient and inexpensive computer."

"The Amiga represents a possibility to give people access to interactive television, on-line services and pay TV with set top boxes at decent prices like 400 DM."

"We will now separate Commodore and Amiga operations. Amiga will be the multimedia range with Motorola processors and Commodore for Intel based Personal Computers. We want to use all available and appropriate distribution channels both for Commodore and Amiga: specialized retail stores, warehouses, and mail order services. The ESCOM subsidiaries are only one of many possibilities."

The Head of the Product Planning Group for Amiga Technologies GmbH, Dr. Peter Kittel, began his portion of the event by offering a history of the old Commodore and ending with Amiga Technologies' plans for the future. "The big perspective for the future consists in a port of the Amiga architecture to a RISC platform." In doing this, Dr. Kittel stressed the need to keep the advantages of the Amiga, "The Amiga once started with far superior graphics and sound capabilities, and should by all means regain this advantage. To fulfill both requirements, there are currently two alternatives, the PowerPC and the HP PA RISC. Both have advantages and disadvantages, and they will get thoroughly judged."

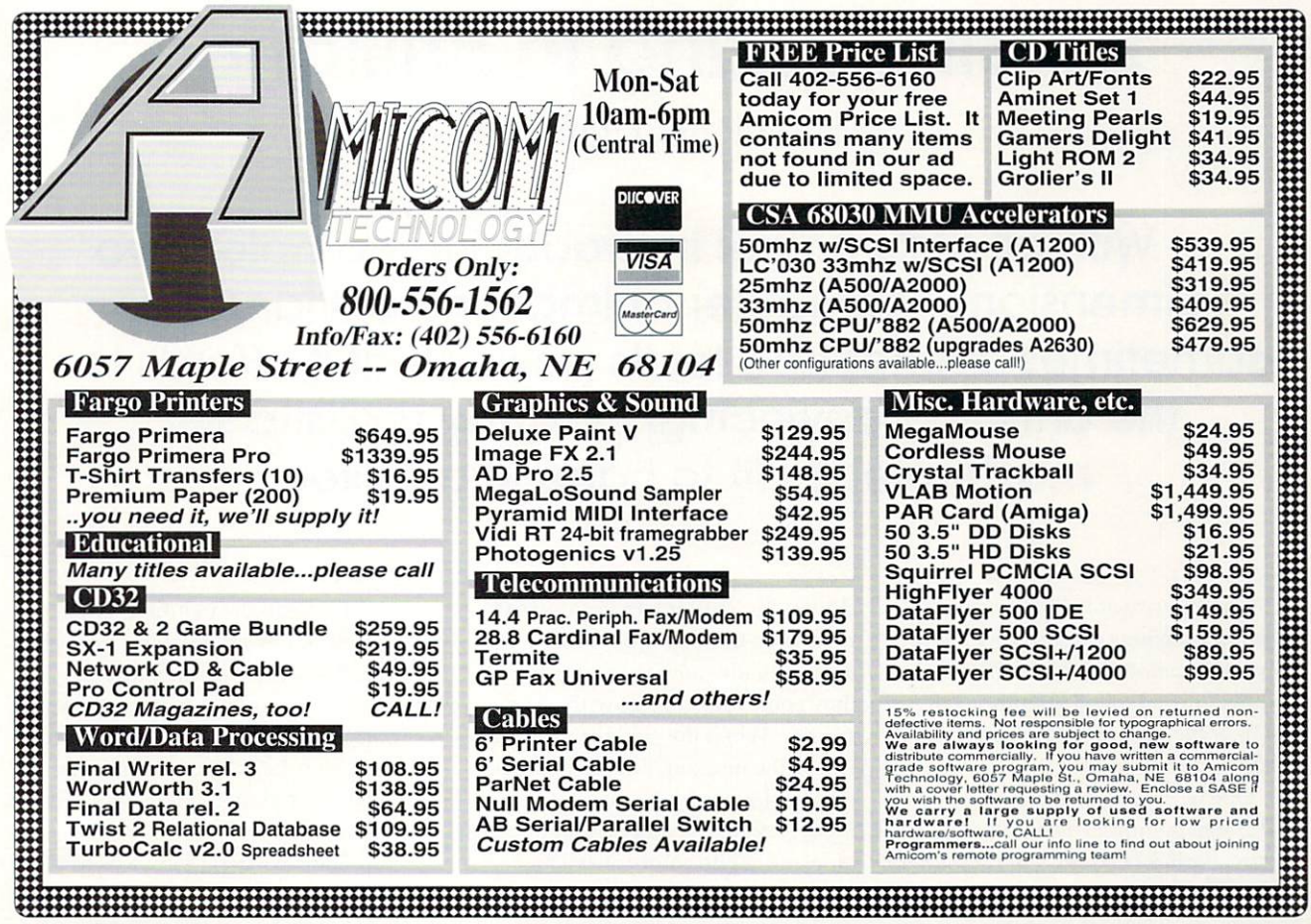
Ed Goff, former Vice President and General counsel for Commodore and a Philadelphia attorney, is now a member of Amiga Technologies GmbH and he is now working on issues of licensing Amiga technology and more. In his speech, Mr. Goff stated, "Our strategy will be somewhat different than the strategy that you saw from Commodore in the past. It is our intention to have a strategic program for Amigas that will be as open as possible, and which will therefore drive the Amiga technology into as wide a range of products and applications as is possible."

Using strategic alliances with other corporations from "electronics and telecommunications industries", Mr. Goff hopes to remove the resistance to Amiga based technology from the industry and, "to fund further development of new and advanced products based partly on Amiga and partly on proprietary and public systems provided by the strategic partner." Mr. Goff was unable to divulge the names of any current possible partners, stating that the agreements, "are at a very early stage."

Mr. Goff suggested that the programs would take the shape of joint ventures, cross licenses, cost and risk-sharing agreements, and capital arrangements. He did go on to state that, "We are currently pursuing opportunities for licensing the Amiga technology or portions of it to enterprises in these industries who will imbed the Amiga in their products."

Wolf Dietrich, of Phase 5 Digital Products, announced his company's release of the, "..latest generation of the 68k series of processors the superscalar 68060 CPU." He stated that Phase 5 had developed the first fully operational implementation of the superscalar 68060 CPU for the AMIGA and that it would be marketed as the Cyberstorm 060 accelerator. He went on to state that the Cyberstorm 060 was currently available and shipping.

"With this implementation of the powerful 68060 processor the new AMIGA models make a step ahead into the leading group of today's microcomputer systems. The 68060 processor combines the powerful functionality and instruction set of earlier 68k processors with a new superscalar architecture and adds performance-boosting features like two parallel integer instruction units, larger data and instruction caches of 8k size, a branch cache and pipelined write accesses.



Circle 102 on Reader Service card.

This all means a combination of the industries most advanced technologies for processing performance enhancements."

Mr. Dietrich claimed that software compatibility has been fully maintained and that the, "more than 80 mips processing power let real-world applications on the AMIGA perform competitively with other high end systems such as Pentium and PowerPC based machines. In combination with the AMIGAs other architectural advantages this makes a powerful system for all semi-professionals and professional applications, perfectly suited for today's requirements for multimedia computing.

Mr. Dietrich showed charts which listed speed increases over the original Amiga 68040 at a factor of 4 to 5 times. He went on to say that the benchmarks were based on the use of the original unoptimized 68040 code. If developers update their software to the new 68060, Mr. Dietrich believed that the computers would see an additional acceleration of 1.5 times the original.

Jeff Frank, a former Commodore executive in Engineering, is now providing technical consulting to Amiga Technologies in the area of Engineering and Manufacturing Amiga, Amiga Technologies GmbH. He stated that Commodore only built 1000 A4000 Towers originally so that the new system will be almost like a new product launch. He stated that both the A4000 Tower and the A1200 will be shipped with AmigaDOS 3.1.

In regards to future products, Mr. Frank stated, "We will also pursue both tactical and strategic enhancements to the Amiga product line over the months and years to come. Tactically, our first and perhaps the most obvious enhancement will be a 68060 processor upgrade to the A4000 Tower. We also believe that a performance upgrade to the A1200 by moving from an EC020 to an EC030 processor as well as built-in support for fast RAM capability is a logical step." In addition, he suggested efforts to create both IBM and Apple environments on the Amiga and to port AmigaDOS to non-Amiga platforms.

Jon Bohmer, Vice President and founder of Scala, was also on hand to lend support to the new Amiga announcements. Mr. Bohmer stated that, "Since the Amiga went out of production a year ago, Scala has seen a constant demand for Amigas, from both new and experienced users." Escom announced that it will bundle a copy of Scala's MM300 into every new Amiga sold.

Don Gilbreath introduced his new company, Visicorp. Mr. Gilbreath was the Director of Product and Market Development for Commodore when CDTV came to market. Visicorp was one of the first companies to sign a licensing agreement with ESCOM to utilize the Amiga technology. Visicorp will use the Amiga and CD32 technology to create set-top boxes for the cable industry.

ESCOM finished with an in-depth question and answer session. While ESCOM did not answer every question, it was apparent they wanted everyone to know they were in the Amiga for the long term.

•AC•

24-Bit Painting In Brilliance

By Marc Hoffman

With all of its power in producing complex two dimensional computer animations, Brilliance is sometimes overlooked for its power that it affords to the artist to convincingly portray realistic still masterpieces fit to hang in a gallery.

The mixture of Brilliance's many painting functions can produce some downright painterly results. Throughout this tutorial, I will attempt to show just how the program's features can produce these results.

One of my mainstays in my traditional paintings using oil and watercolor has been the subject matter of clouds. One can look at these deceptively simple formations and not see the same thing twice. They can range from wispy, high altitude cirrus clouds to the dramatic towering cumulous and cumulonimbus storm clouds. No matter which clouds are present in the sky, they are almost always made more dramatic when they come into contact with a sunset or sunrise. When the sun nears and sinks below the horizon, light is scattered into the longer frequencies of visible light, leaving the more commonplace blue and white colors of sky and clouds far behind. Being a new user to Brilliance, I took a safe road by painting something I am familiar with: a cloud painting. I found out that the program could be used to paint clouds almost exclusively.

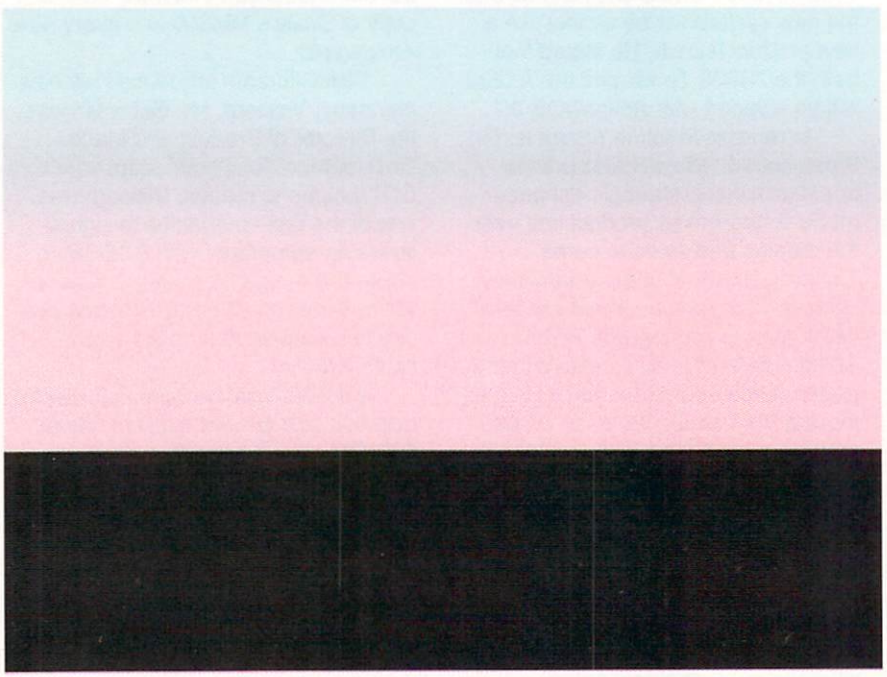


Figure 1: Establish a gradient to define the sky area.

To begin the painting, I first started out by establishing a gradient to define the sky area. Since this painting was going to be at dusk, the gradient colors that I chose ranged from a turquoise to a violet, and finally ended in a pinkish hue. See Figure 1.

The next step I took was to block in the area that would eventually be the clouds. I chose a grayish blue hue for this. After turning on transparency at 50%, I used the freehand filled function to draw in the basic shape of the clouds. With the transparency turned on, parts of the graded sky showed though the cloud color. The results are shown in Figure 2.

Admittedly, this cloudy sunset lacks reality at this point. So, the next major step was to lay in the basic colors and values that would define this thing as a sunlit cloud. I used the largest brush in the brush selection panel. I then chose the colors that I wanted for this stage in the painting; in this case, I used an orange and a dark blue-violet. With the transparency on and set at the default of 50% and with the continuous free hand tool activated, I laid in some basic brush strokes that tended to conform to the clouds I was painting. I also overlapped the color to create some darker values in places. See Figure 3.

The next step in this process was to make the clouds appear blended, with a wispy feeling that convinces the viewer that these are clouds. To

accomplish this, I turned to two functions found in Brilliance: smear and transparency. As before, I set the transparency at the standard 50%. I then went into the draw-mode menu and selected smear. Using a large sized brush, I began to blend the areas in the cloud together. The brush stroke direction is very important here. I used a circular motion of the mouse in order to achieve the wispy appearance beginning to appear in Figure 4.

As the clouds get closer to the horizon in a real sunset, the colors tend to get much "hotter," as they bend closer to the yellow position of the color spectrum. To simulate this phenomenon, I first selected a yellow hue. I then turned the transparency off, and selected the color option from the draw-mode menu. Using a medium sized brush and the unconnected freehand draw option, I began laying in the highlights near the bottom of the cloud bank. I also went back to the red/orange hues and reinforced some other areas in the clouds, again with the transparency turned off. These steps are shown in Figure 5.

Again, these areas needed to be blended, and so I turned the transparency on, increased the brush size, selected smear, and blended as before. I continued this process throughout the cloud as shown in progress in Figure 6.

To finish out the painting, I used a combination of color, smear, transparency, magnify, and many of the other assorted tools in the Brilliance arsenal. The stencil masking was used for the stripe on the road, as well as the bezier curve tool to create the stripes and the road itself. The final work, Nebraska P.M., is shown in Figure 7.

The line separating fine art and computer art has all but vanished, and in my opinion, these two arts can be one in the same. This is shown rather clearly in Brilliance. With the combination of transparency and smear functions, coupled with a dye sublimation printer, those masterpieces are fit to hang in a gallery.



Figure 2 (Top): Use the freehand filled function to draw in the basic shape of the clouds and, with the transparency turned on, parts of the graded sky will show through the cloud color.
Figure 3 (Middle): Turn the transparency on and set at the default of 50% with the continuous free hand tool activated, then paint basic brush strokes that tended to conform to the clouds.
Figure 4 (Bottom): Smear and Transparency are used in to blend the areas in the cloud together with a circular motion of the mouse to achieve the wispy appearance.

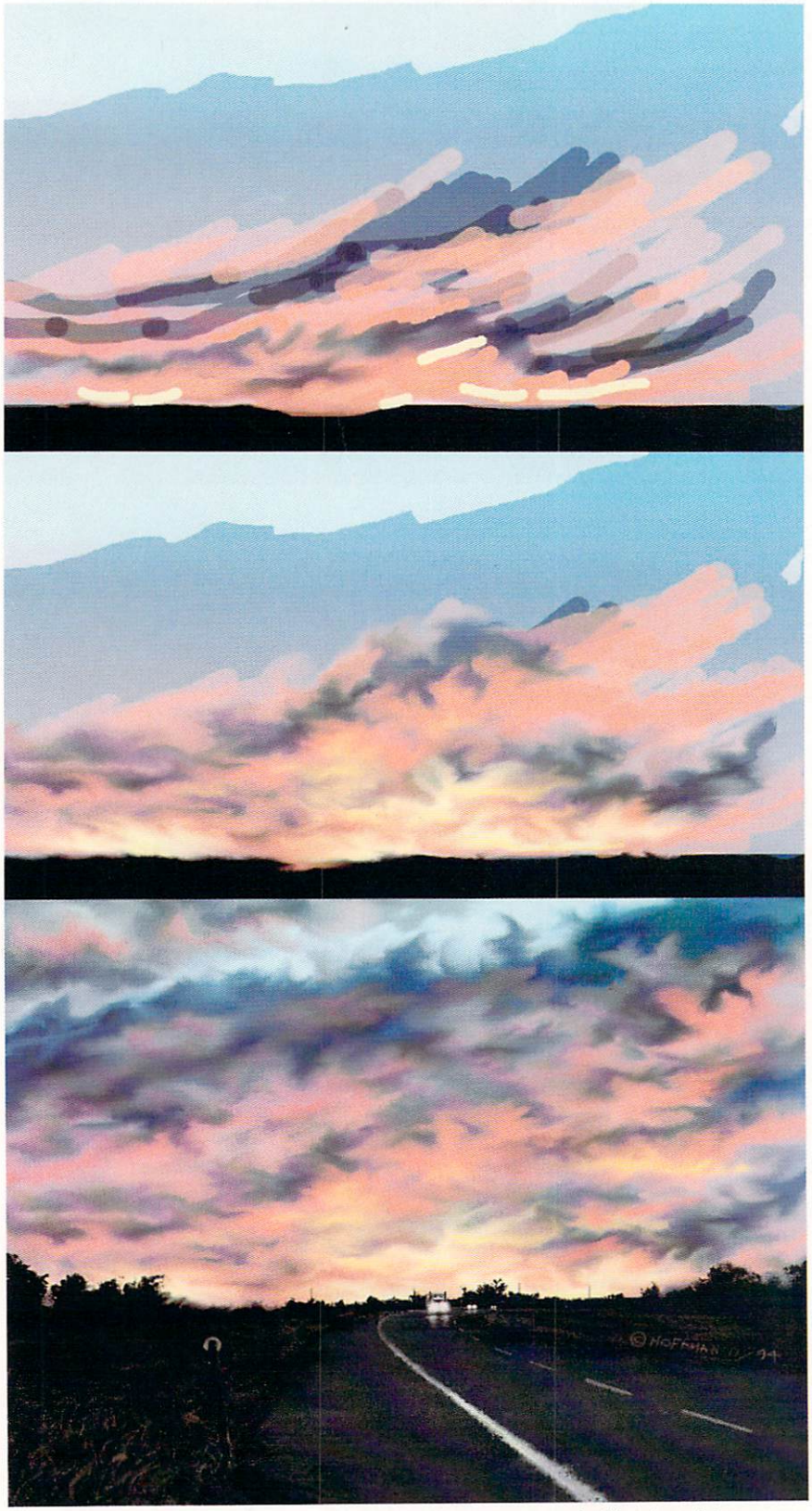


Figure 5 (Top): Use a medium sized brush and the unconnected freehand draw option to lay in the highlights near the bottom of the cloud bank.
Figure 6 (Middle): Use an increased brush size with smear to blended the cloud.
Figure 7 (Bottom): Use a stencil masking for the stripe on the road and the bezier curve tool to create the stripes and the road itself.

Experimentation

In conclusion, here are a few tips that might prove useful. Brilliance cries out for experimentation; more so than any other paint program on the Amiga. Having an Undo feature that is limited by a pre-set RAM area is great. If something doesn't come out just right, then it can be undone once, twice, three times, etc. So don't be afraid to make a mistake or two. It can be corrected easily. Also, much of the time, I will photograph cloud structures that I find interesting, and I'll take more than one photo of the same subject matter. I will then use these photos as a reference. Through experience, I have found that trying to copy a photo "verbatim" proves to be a hindrance instead of a help. This is why I use them as reference material only. So don't be afraid of "going out on a limb" and improvising a little. As with anything in computers, the techniques above can be used in just about any way imaginable. It is up to the artist to figure it all out.

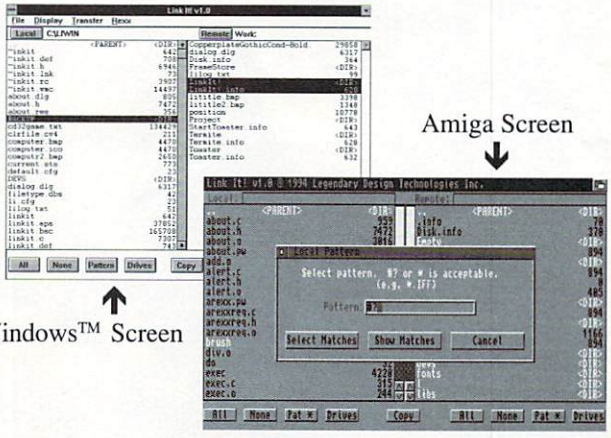
Brilliance cries out for experimentation; more so than any other paint program on the Amiga.

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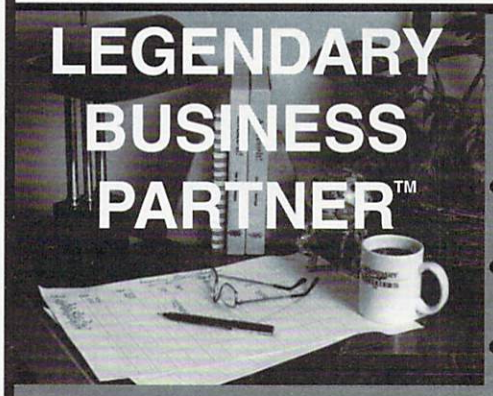
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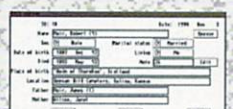
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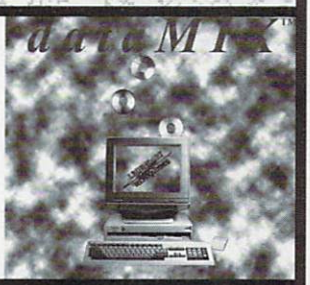
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Basically Bone

An Amiga Based Radiology Teaching Application

Michael Tobin, M.D., Ph.D.



Chondrosarc.001
Select the small icon with the right mouse button to see the "big picture." If you have difficulty figuring out what the radiograph is all about, go back to the main Graphic Recall screen and use the F10 key to read a full explanation.

Realities of Teaching Radiology

Teaching radiology requires collecting interesting films which demonstrate problems both commonly and uncommonly seen. This tried and true method has a number of unpleasant realities associated with it. In addition to the x-ray folders becoming numerous, bulky, and difficult to keep track of, x-rays from one folder have an intriguing tendency of winding up in an entirely different folder. Then there is the more serious problem of the folders disappearing entirely as friends and colleagues "borrow" them for their own lectures. Thus time is require to "maintain" the file.

There Has to Be a Better Way.

One answer is to store teaching films electronically. The Amiga is ideally suited for digitizing, storing, and then rapidly re- displaying them on any of the high quality 24 bit graphics boards currently available. But where do these interesting cases come from and how does one get them into the Amiga?

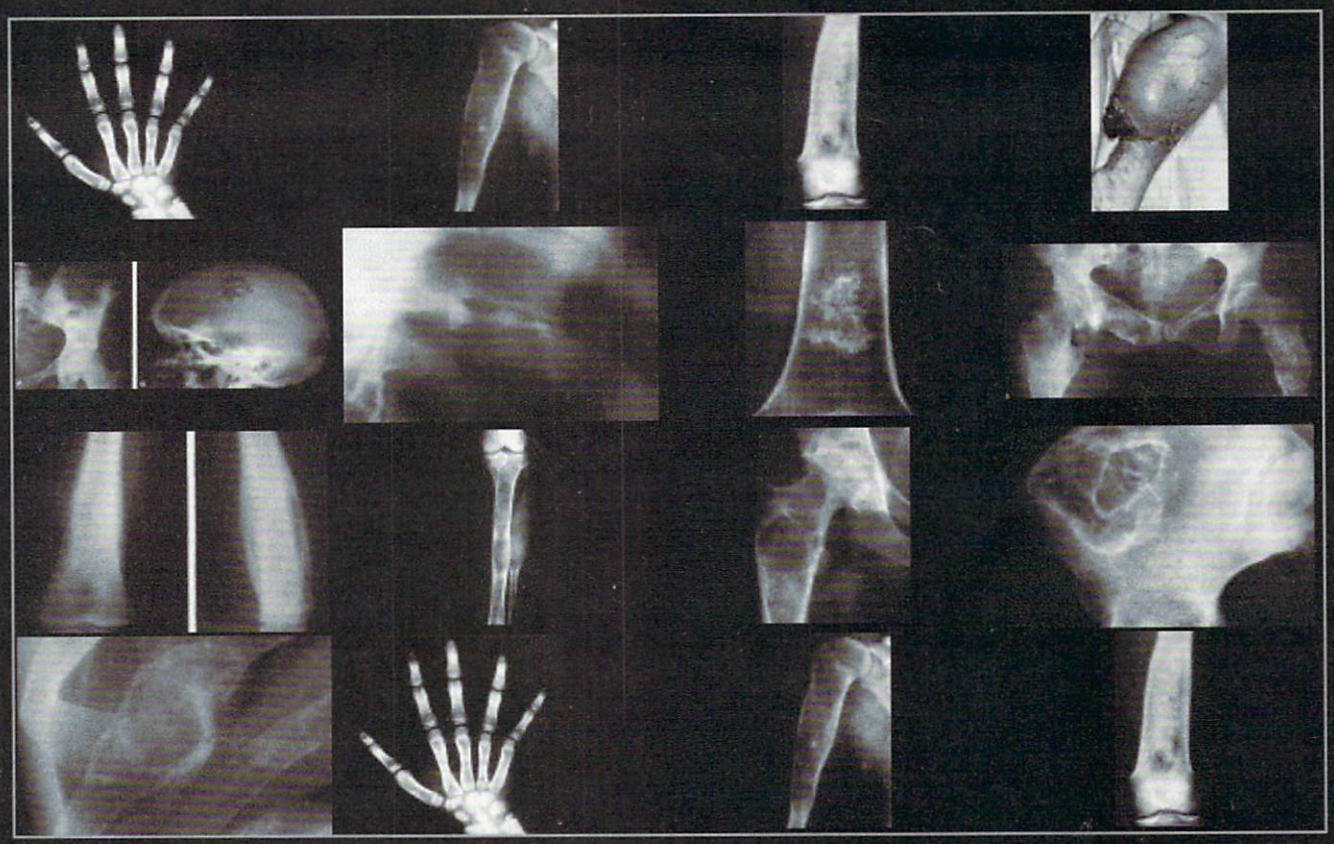
For common problems, radiographs are readily available. These I digitized using a Panasonic WV1410 video camera connected to the video interface unit (VIU) of a GVP IV24 board, a vastly underrated peripheral.

For less common problems, I digitized examples from standard textbooks and articles using an Epson ES-800C flat bed scanner controlled by ADPro (Elastic Reality) and interfaced to my Amiga 4000. I stored these images on 150 MB removable Bernoulli disks which are conveniently accessible both on my A4000 at home and on my A2000 which I brought to the hospital because each has a Bernoulli drive attached.

Images thus collected were useful not only for creating the "Basically Bone" teaching file, but also for generating the photographic slides I need when I lecture on bone radiology. Because my A4000 has the Bernoulli drive and the images I need but my A3000 has the Polaroid CI-3000 I use to make slides, I used SpectraLink (Spectronics Ltd.) to network the two computers via the external floppy disk ports. Thus my A3000 makes slides from the images I store on my A4000. Pretty neat, I think. I found the network to be extremely stable and can recommend it for applications such as this.

Time for Graphic Recall

Graphic Recall is a talented program. Using ADPro, it can make a picture database from images in one or more files by creating small



IconScreen
Graphic Recall generates icons for the images you request. Use the mouse to select an icon and display the original image.

icons of each. Although one has a choice of a variety of ECS and AGA resolutions for the icons, I chose the ECS hires (640 x 400 pixel, 16 color) option as much of my development was actually on my A2000 at work during lunch! I could then display full 256 grey scale radiographs simply by clicking on the appropriate icon and using the IVVIEW program that comes with the GVP IV24 board. (I did have to write a two line AmigaDOS script program because I needed the "hires" option for IVVIEW.)

I then used Graphic Recall's option of adding a text file to each image. For each bone disease, I wrote a complete description including the age and sex of persons usually affected, how it presents clinically, how it looks radiographically, what diseases it must be distinguished from, the prognosis, and much more! This gory (or informative — depends on your point of view!) can be hidden from the student using the F10 key as a toggle switch.

So now you can begin to see one way the application can be used. The teacher can select any databased image, display it on the IV24, ask the student what he/she thinks the radiograph is all about, and then let the student read about the bone disease using the F10 hot key. The descriptive material can even be printed out for future reference.

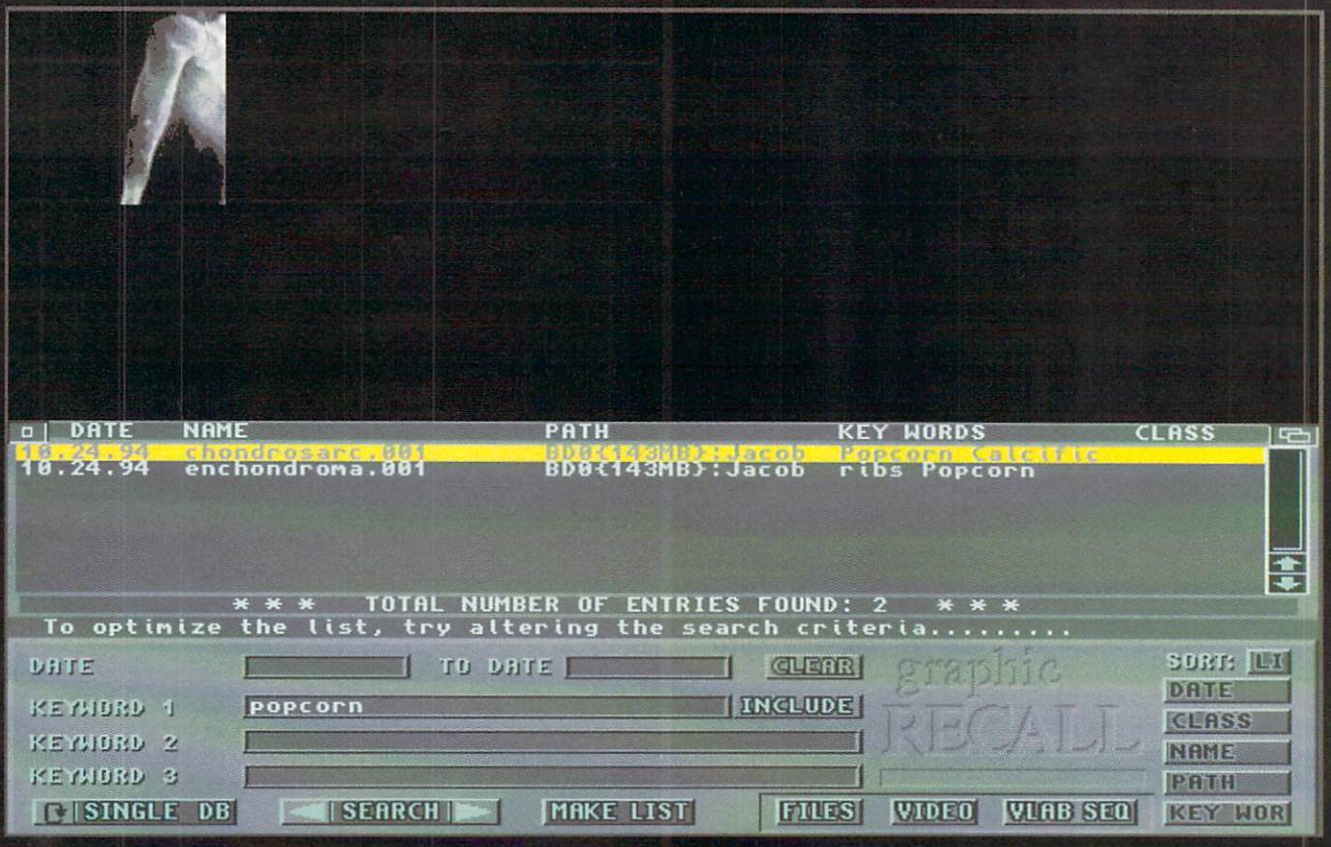
There Is Even More!

"Basically Bone" is even more powerful because it uses Graphic Recall's search function which allows each image to be referenced by up to 255 characters worth of "key words." A maximum of three key words can be used for a search, one of which can be exclusionary. This allows search options such as "NOT adult." Because one has to achieve some degree of consistency in key word choice, Graphic Recall provides the option of listing key words in a readily accessible "dictionary." By using this dictionary, other users can know which words to use for a search. This is a very powerful feature indeed.

As an illustration, suppose I wanted to see examples of childhood diseases affecting the spine. I might search under "pediatric" and "spine" perhaps after consulting the dictionary to see if these had been used as key words. If the search were successful, I would then have a list of all the examples I had archived under these desciptors and have the option of looking at any image in the list. I might then try to match the radiograph in my hand with the image on the monitor to check for similarities. Thus "Basically Bone" could even have a role in clinical diagnosis!

So Do They Like It?

Although the "Basically Bone" is still under construction — and in some sense is never finished because there are always new cases and new things to say about them — radiology

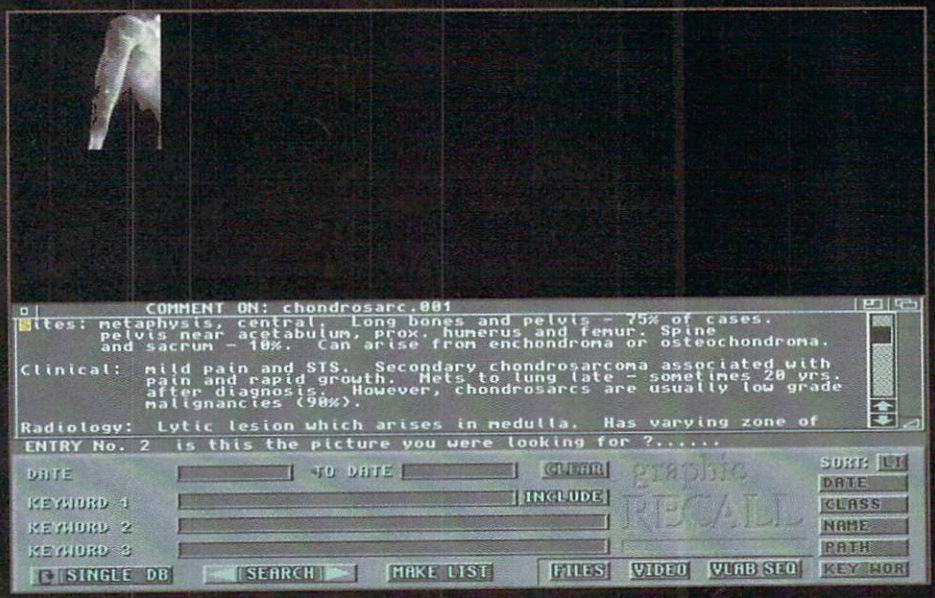


ViewScreen.Icon.KeyWord
Certain bone tumors contain calcified cartilage having an appearance resembling popcorn. Using "popcorn" as a key word, we find that enchondromas and chondrosarcomas can have popcorn-like calcifications.

residents are very enthusiastic. Their goal is to learn and ultimately pass their written and oral board examinations and are genuinely grateful for any help they receive.

And the Future?

At some point I will put all the images on a CD ROM, making the whole system more transportable and probably more reliable in the long run.



ViewScreen.Icon.Explana
Use the F10 hotkey to read about the image you have selected. Being able to annotate images and then search for them using key words is a powerful feature of Graphic Recall and is fully utilized by "Basically Bone."

Of course, I'll make a version for AGA screens. I might also database my chest radiographs — I certainly have enough of them! Writing up the cases is really a lot of work and, as I have hinted, is basically being done in stolen moments. I am also working on other Amiga applications as well.

I have kept in contact with the developer of Graphic Recall who has included many customizations I have suggested. He has promised additional enhancements to the program including linking sound files to images and improved AREXX handling. I believe that he and all Amiga developers deserve our support and encouragement by continuing to purchase their products and showing applications based on them both inside and outside the Amiga community. In this regard, I presented "Basically Bone" at a major medical convention in June.

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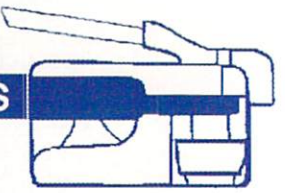
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by Rob Hays

amiga telecommunications



Discover a safe way to transmit your electronic messages, use the standard Amiga file requester even when your program does not offer it, and discover a way to retain your clipboard information even after you have copied something else.

With increasing frequency, both business and personal communication is being handled via e-mail. With the increased flexibility and convenience comes increased concern for security. This month we will take a look at a Pretty Good solution to this problem.

Pretty Good Privacy

Suppose you received an e-mail message from your boss telling you that you had been fired. The message says not to bother coming to work tomorrow. All of your possessions would be sent to you. How would you know if the message was genuine? Most e-mail has a header at the top of the message detailing who sent it, when, and even the route the message took to get to you. But this header information can be altered or falsified. When it comes to electronic messages, just because it walks like a duck, and quacks like a duck, does not necessarily make it a duck.

Turn the problem around. Suppose you are the boss and want to send one of your employees a message that you don't want anyone else to be able to read. Or suppose you want to send a plain text message, the authenticity of which every reader would be able to verify with certainty. Obviously some sort of encryption could solve the first two problems, but how about the last?

The solution to all of these problems, and more, is Pretty Good Privacy, from Phil's Pretty Good Software. PGP is a public- key encryption program. Public-key is a security concept that is deceptively simple. Everyone who uses the system has two keys, a private key and a public key. The public key is published as widely as possible, so as many people as possible either have it, or have easy access to it. Each key can unlock the code produced by the other, but the private key cannot be re-created by the public one.

When you use your private key to encode a piece of text, that text can only be read by yourself with the same private key you used to encode it, or by someone who uses your public key. The fact that it was YOUR public key that could decode the text, proves it was you who encoded it originally. Conversely, someone could use your public key to encode a message that



When it comes to electronic messages, just because it walks like a duck, and quacks like a duck, does not necessarily make it a duck.

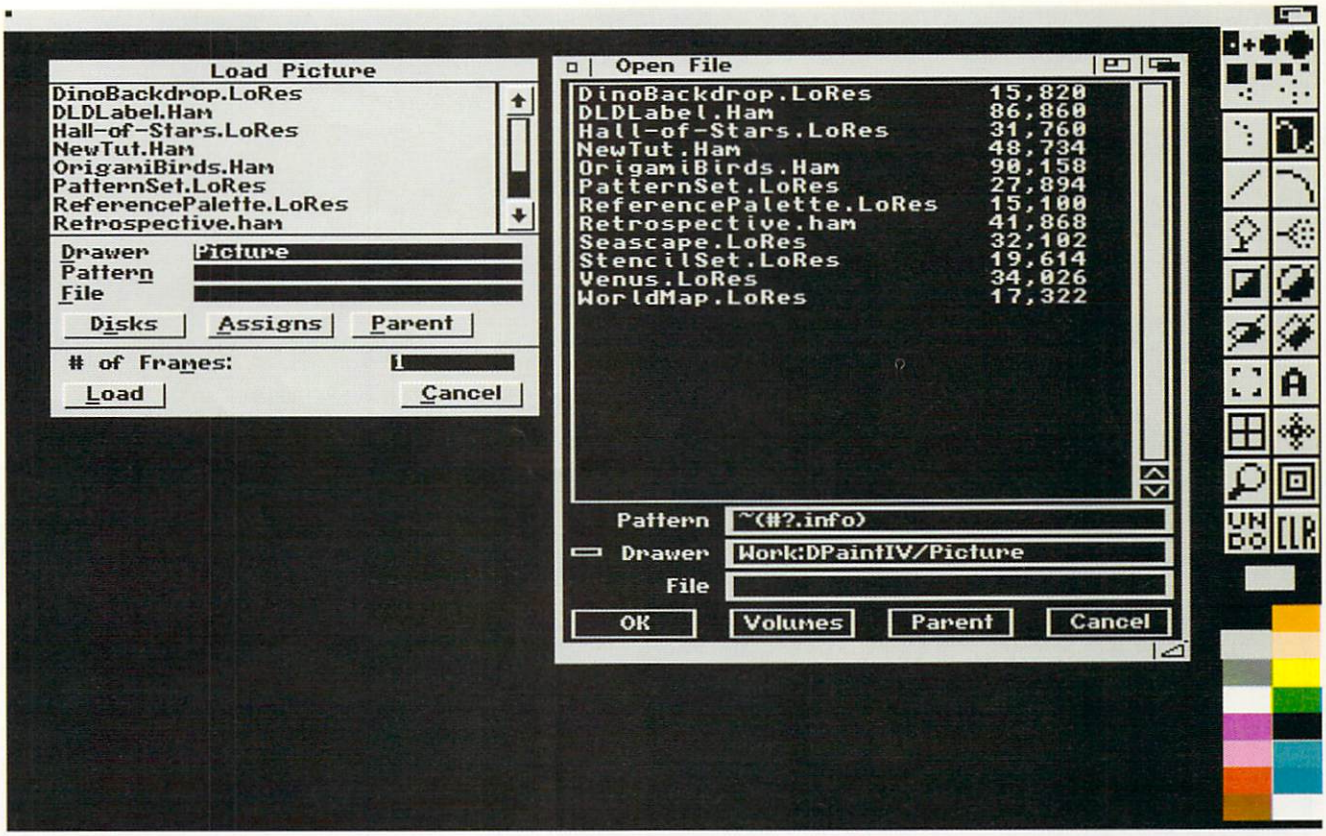


Figure 1: FileRequester 1.0 from Carsten Orthbandt accesses the standard asl requester when you click in almost any non-standard requester field.

could only be decoded by your secret private key.

The verifiable plain-text message is handled by another feature of PGP. This allows you to add a block of ASCII characters to the end of a message. This block of characters is generated based not only on your private key, but message content and other factors. This means that if someone made a change to your message, the signature block at the end would no longer match, and the message would not be verified. PGP can perform many other functions, and data files can be protected as well as text files. In fact, the help file lists 35 functions, and the entire documentation directory is more than 300K.

PGP is a multi-platform package with versions for IBM, Unix, and other systems as well as the Amiga, and was written by a group headed by Phillip Zimmerman. The program is entirely command-line oriented, but commands are relatively simple and are straight-forwardly explained.

The first step in using the program is to generate the public and private keys that you will use. Three levels of security are offered when you generate a set of keys, with a trade off between speed and security. The program tells you to type a string of random characters, and uses these along with timing between keystrokes to generate a large random number. This number then is used by the program to create your unique keys.

This is a program that the US government does not like. Quite simply, they would prefer that everyone use the encryption method that the National Security Agency developed, called Clipper. The problem is, the government would keep a copy of your private Clipper key on file, ready to decode your communications if they decided they needed to.

One of the restrictions placed on PGP is that you cannot use it or export it outside the US or Canada, the reason being that the government classifies the data encryption algorithms the same as munitions when it comes to export licenses. All of this and much more is explained in the doc files included with the program archive. Pretty Good Privacy is at version 2.6.2, and is freeware. There are two versions of the program. One is suitable for any Amiga processor, and the other is optimized for 68020 and higher processors. At 265,856 bytes, a 2400 bps modem will let you start feeling more secure in about 22 minutes.

FileRequester

Are you often annoyed by programs that use their own file requesters instead of the one provided by Workbench 2.0 and above? Even top-of-the-line software such as DPaint fails to make use of the Amiga requester. FileRequester 1.0 (Figure 1) from Carsten Orthbandt remedies this annoyance.

➔

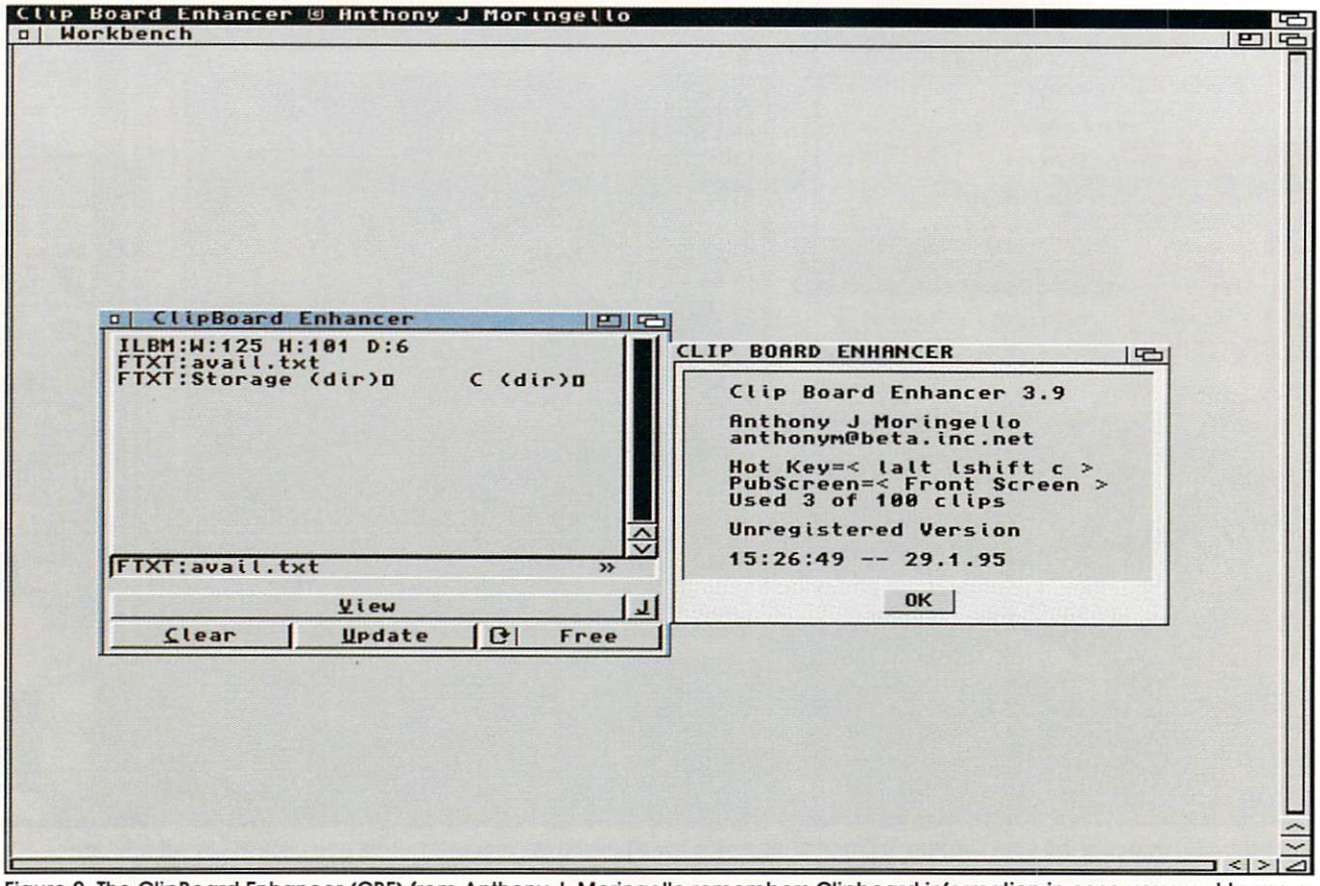


Figure 2: The ClipBoard Enhancer (CBE) from Anthony J. Moringello remembers Clipboard information in case you want to use a clip you have already erased.

When the program is active, clicking in just about any non-standard requester and pressing a hot-key combination will bring up the standard asl requester. Select the desired file in the usual way, and when you click on the OK gadget or press return, the path information is transferred to the program's requester for action. While this requires a few extra steps, having the added functionality of the asl requester can more than make up for the extra work. FileRequester is freeware, and the archive is only 8832 bytes, and can be yours in less than a minute.

ClipBoard Enhancer

Any time you use the cut-and-paste function of your favorite word processor, paint program, or any of a number of different programs, you have made use of the Clipboard. This is a device that temporarily holds the data until it can be pasted back into a new location or different application. The problem is, once it is pasted the data is deleted, so if you need a second copy you have to cut-and-paste again. Some programs use their own buffers to hold data for subsequent operations, but this data is not available to other programs.

The ClipBoard Enhancer (CBE) from Anthony J. Moringello (Figure2) adds the same sort of history found in the Shell to the Clipboard. Starting CBE opens a Listview gadget. Every time any program uses the Clipboard, the information is maintained by CBE, and displayed here. Actually, only the first few words of a text clip will be displayed, but the entire clip can be viewed by clicking on the View button. A notation describing the type of data is also displayed. Text is not the only type of data that can be held in the Clipboard, and if you clip a portion of a sound or picture file, the data type and other information will be shown in the CBE gadget. Pasting a clip is as simple as scrolling through the list, selecting the clip you want, then using your application's paste function in the usual manner.

CBE is shareware, with a donation of $5 to $15 requested. Registering the program will get you a key file that unlocks additional functions not available in the unregistered version. This key file concept is being used by more and more shareware products, and allows a user to download later versions of the program without having to re-register each time.

CBE works on any Amiga with KickStart 2.04 or above. The 43,828 byte file contains AmigaGuide documentation, and a variety of program icons. Less than four minutes are required to download at 2400bps.

Where To Look

Because of a number of legal issues, PGP has evolved into two functionally equivalent versions, one for use within North America, and one for use everywhere else. The only place I found the NA version was on GEnie, and the only way to download

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it is to read and agree to a license agreement. To find PGP select #17 from the main Starship menu and follow the prompts. CompuServe has the International version in the Applications Library in the AmigaUser Forum as PGP26.LHA. This same version is available on Portal under their number 4842.3.33.184. It is also available from overseas Aminet mirrors in the subdirectory Util/Crypt.

FileRequester is available on Portal as number 4842.3.35.359. CIS users should look in the System Utilities Library of AmgaTech Forum for FILERE.LHA. GEnie has this as file #24900. For some reason Aminet keeps this in the Games/Gag subdirectory.

CBE is file #25705 on GEnie, and #4842.3.12.333 on Portal. CIS has CBE.LHA in the same directory as Filre above. Aminet users, look in the Util/Cdity subdirectory.

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Where To Find Me

R.Hays5 on GEnie
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72764,2066 on CompuServe
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InterNet users, I now have a new email address:
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For U.S.Mail: Rob Hays, P.O. Box 194, Bloomington, IN 47402. Please include a SASE if you need a personal reply.

If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time. Send the info to any of my addresses above.

That's all for now. See you online!

•AC•

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Circle 119 on Reader Service card.

DirWork 2

by George Evans

Complex commands reduced to a single mouse click.

As intuitive as Amiga DOS 3.0 is, there is still a need for a rapid fire, point and click interface to handle most disk functions and file handling. That need has been met elegantly by a thorough upgrade of an old favorite, DirWork, now DirWork 2.

Many menu and directory utility programs have been written to handle disk and file-handling functions for novice and average users. A few of these programs offer advanced functions for power users but, these usually carry a steep price in terms of memory. One shareware product which was highly successful offering both basic and advanced functions, while making low memory demands, was the program, DirWork, by Chris Hames. Today, with the commercial release of DirWork 2, Chris Hames presents a tool that should delight everyone who owns an Amiga.

Ads claim DW2 is "the world's 1st totally configurable directory utility." Well, a quick look at this program proves they aren't kidding. It's amazing what this program can do. Not only configurable, but extremely powerful and, DW2 does it all with remarkably low memory consumption.

What does it do? Well, it works with Amiga DOS 1.3 to 3.0, providing solid and fast file manipulation for novice users and near infinite customization and scripting capability for power users. Taken for granted with any good disk/file handling utility is the ability to copy, move, rename, delete, or de-protect any file or directory, invoke Amiga DOS commands and perform disk operations such as formatting. But, how many other directory utilities can be configured to recognize IBM format disks? DW2 sports unlimited, fully configurable menus and programmable hotkeys. Just a mouse click can play SoundTracker and MOD files, display system information, pictures and icons. DW2 is fully 3.0+ compatible and supports ARexx. Simply put, this program makes operation of your Amiga a whole lot easier.

Installation and Fine Tuning

Certainly nothing could be easier than installing this program. Within minutes of opening the box DW2 was installed and running on my hard drive but, there is no reason it couldn't be used on a floppy-based system. The included Configuration Editor creates a text-based config file which you can tailor to your exact preferences and needs. You can also use one of the config files thoughtfully included with DW2 and 'tweak' it as your needs grow. By the way, Super.cfg is an excellent first choice for all round ease and power. Almost any modification can be done with the Configuration Editor, and it may be deleted from your working disk if space is needed. For the most exacting fine tuning of DW2, the text-based config file may be directly edited with your favorite text editor but, as the manual warns; direct editing of the config file is only meant for advanced users. Most users can get exactly the results they want by examining one or more of the included config files and using the Configuration Editor to modify their favorite config file to produce the same results. Multiple config files may be stored in memory and called up on the fly or even simultaneously for multiple DW2s with different configurations.

Like other directory utilities Directory Works 2 uses a 'source' and 'destination' filelist format. Unlike other utilities DW2 can display any file information you choose to see in any order you choose to see it. Things such as date/time, size, comment, number of files selected, total files, etc. Buttons can appear anywhere on screen and be of any size you like with any font. Though, of course, a 40 point font still won't fit an eight pixel button.

File and directory operations are only a click to highlight and a click to select whatever action you wish to perform on them. DW2 can operate on multiple files and directories, can recognize file patterns and can even remove an entire directory all at once, with or without bothering to ask you if you really want to remove a non-empty directory.

This utility does everything with incredible ease and intuitive grace. To check or change protection bits, click outside the filelist, alongside the file you wish to inspect. This brings up a window with all selectable bits on individual gadgets as well as a line to read/enter comments. Have you forgotten which file contains that perfect phrase you sat up all night to get just right? DW2 can find it for you and report all instances of your phrase in any number of files then report the line number and show the context of each occurrence.

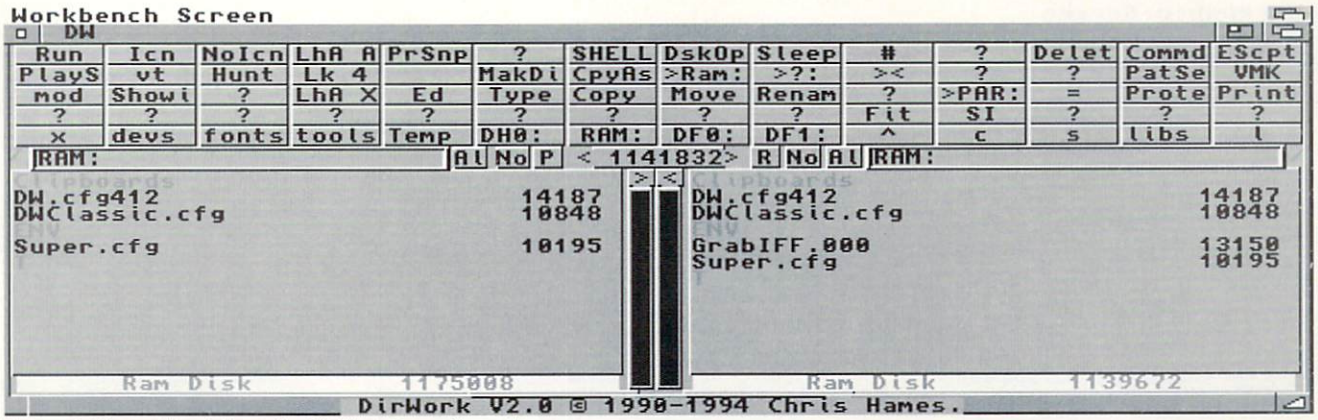


Figure 1: The author's favorite DirWork 2 configuration.

For Writers, Artists and Music Lovers

Editing text or script files is a breeze. Once you select a file you can look at it with the built-in text viewer in ASCII, ANSI or HEX. This viewer allows searches, and prints the entire file or just the page shown. If you want to edit your file, click the edit button and the text viewer exits while loading the file into your favorite text editor. It is worth noting that the text viewer will show powerpacked files if you have the latest powerpacker.library but, it does not warn you that the file is powerpacked. So, unless your editor can read powerpacked files you may be in for a surprise. One solution is to print the file from within the text viewer since it will automatically de-crunch files. Using CMD you can redirect output to a file in memory and edit that. Of course, you have PowerPacker or the file wouldn't be packed in the first place but, this solution is quicker than calling another program.

Speaking of quick, DW2 can be programmed to perform the entire sequence above with only two clicks of the mouse. Perhaps you have used utilities that could automatically recognize certain types of files and perform operations on them. DW2 excels yet again in this regard. In addition to operating on text files, it plays 8SVX sound samples at their sampled rate, as well as ProTracker and SoundTracker MODs. You can highlight several MODs and play them sequentially. DW2's configurable Instant Action Types can show both selected and unselected icons together and, display IFF and HAM pictures, even if power-packed, or very large files. The built-in picture viewer provides very smooth scrolling to view those large images as well as cursor, arrow and keypad movement. DW2 can display and print all data-type pictures, yes, even while it's playing your favorite MODs.

Instant Action Types can be taught to recognize almost any type of file and to perform whatever action you desire. With a three button mouse or key-press combinations the number of options are unlimited. LhA, for example, might view, freshen, extract, compress, etc., at the click of a single mouse button. By the way, working with LhA exposed a potential pitfall. Although it is not a problem with the program, the manual should warn you to put quotation marks around the expression "%p%f" in all config files if you have filenames with spaces in them. DW2 seems to support any archiving program although none are included with this package. In practice, I only found one program of any kind, a CLI-based text analyzer, that I couldn't get to work with DW2 in just a few minutes.

Hidden Menus

If you don't need to see a filelist, DW2 can easily create a multi-column menu to wait invisibly on your workbench and run virtually all operations. Anything DW2 can do from an Instant Action Type or programmable button can be done from its user configurable menus as well. Pull down menus seem to be a far better solution than programmable hotkeys. Of course you know your personal hotkeys should be unique key combinations but, programmers may want to use exactly the same key combination. If DW2 is "sleeping," waiting in the background with no visible window or screen but still active, those hotkeys may interfere with, or be the same as, some obscure program function call. Better by far, and now easy, to let the DW2 menus wait on the Workbench screen.

But wait, you say, why would you want a program to be constantly running in the background? So you can instantly call it forth to work its magic. So that while it 'sleeps' you can use its mouse accelerator, 'sun mouse' feature, screen blanker and let it stop your drives from clicking. Also, 'awake' or 'asleep,' DW2 will automatically check each disk inserted for non-standard bootblocks and empower its System Monitor to record any attempted system access by all programs. This can be very useful to learn which files programs are searching for, if they will not run, or modifying, if they do.

I don't know of any directory utility that does so much with so little memory. Configured to do everything I could dream of and a little bit more, Directory Works 2 weighs in at just over 100K active memory but, when iconified or 'asleep,' ready to be awakened by user-selected keystrokes, it takes even less memory.

This utility contains so many really useful built-in utilities it's like a Swiss army knife—there's always some-

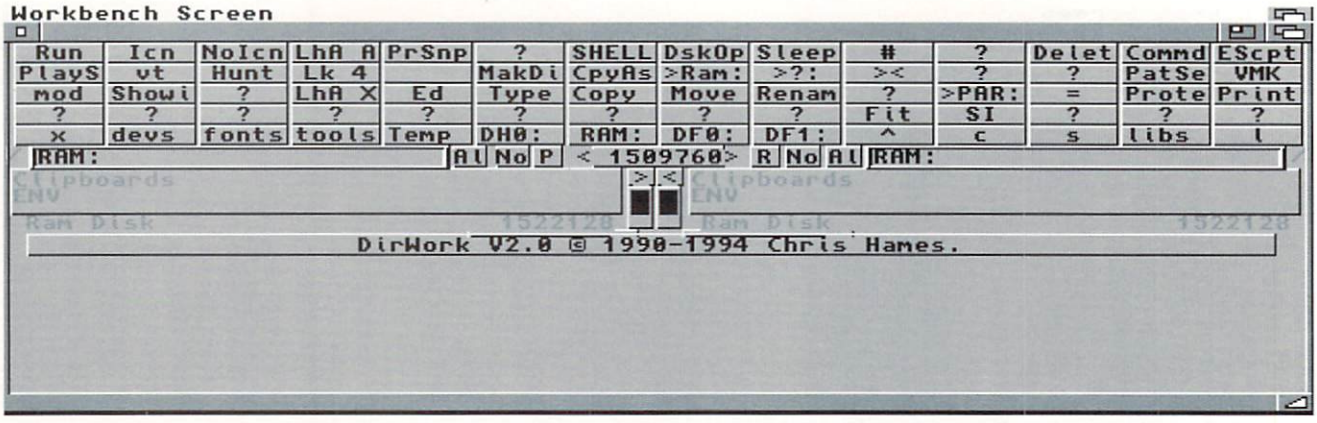


Figure 2: The author's iconified and restored DirWork 2 configuration. Note the border of the window is expanded but the filelists are not. As explained in the text, this can be overcome by putting DW2 to 'sleep,' rather than iconifying.

thing in there to get the job done. Furthermore, combining these utilities, takes much less memory than having to load each one and it's light-years faster than having to search for each one just when you happen to need it.

"...so much with so little..."

A good example of the built-in abilities of DW2 is a very complete Disk Operations window. Here, even novice users can copy, direct or from memory buffer, to up to four disks at once. All those confusing disk commands with the impossible to remember CLI syntax; OFS, FFS, Cache, International, verify, format quick, etc., are reduced to simple buttons. "DiskOp" claims to work with the new High Density drives but, while I was unable to verify this, the speed of these disk utilities is impressive. Comparing a `format without verify' between DW2 and SuperDuper, a dedicated disk copier/formatter, reveals DW2 is only slightly slower at 43 seconds verses 35 seconds. That should be fast enough for even power users. If not, when was the last time your blazing disk formatter played your favorite MODs and displayed an IFF slide show while it was formatting all those disks? Humm?

On the other hand, I did run into some problems transferring files on floppies between an A1200 and an A4000, when the disks had been formatted with DW2. Checking the disks before and after formatting, with QuarterBack Tools, revealed a "Bitmap Contents Incorrect" error was generated on each disk as it was formatted. DW2, itself, did not recognize this error when it performed a disk check.

Although the spiral bound users' manual, is in need of an index, it is very well written and well organized, once you understand that the first half of the manual is devoted to explaining configuration via the Configuration Editor and the last half is trying to explain direct entry via editing the text-based config file. Despite all the warnings, sooner or later most users are going to try editing the config file directly. When you are ready for that step, study the included config files carefully. They aren't difficult to understand and it seems every function has been used in one or more of them.

There was only one function which I could never get to work on my A1200, the 'Hunt' function. This is supposed to search for a file matching a user-specified pattern but, mine just sat there and stared back at me. Also, I could never get the filelists to fully expand after iconifying DW2. They always looked like "Figure 2." On startup and 'awakening,' the filelists behaved normally so, if you experience similar problems, just put DW2 to 'sleep' instead of iconifying it. Yes, you will probably have to use a hotkey combination to awaken it but surely, you can think up one safe combination. According to Quasar Distribution, a free patch should be available as you read this to fix minor bugs reported by users.

Other than the above, DW2 only has one limitation which I can find; it will only allow you to open two filelists. The solution, however, should be simple; open as many DW2s as you need, even if they have different configuration files.

In Conclusion

In summary, I can think of no other utility which I would rather have than this one. Nor can I think of any one more thoroughly satisfying utility which does as much as this one does in such a small package. Whether you are a novice or an experienced programmer, if you can only afford one utility, heck, even if you can afford 20, this is the one to have, hands down a winner.

DirWork 2
Quasar Distribution
Box 188
Southland, Victoria
Australia 3192
Tel 61-3-583 8806

•AC•

Beginning Assembly

Part 3 - Your Library Card

by Bill Nee

Check into the Amiga's libraries to make your programming easier or consider creating your own.

Libraries

To make life easier for programmers, the Amiga already contains numerous special routines for you to use. These functions are placed in different "libraries" depending on their general type. Some of these routines will open and close other libraries, draw graphics, menus and requesters, move sprites, etc. And there are even ways to create your own libraries for your specialized functions. Libraries are usually located in memory or on your boot disk. The major libraries we'll use are:

EXEC - handles memory, tasks, devices, resources, input/output

INTUITION - screens, windows, menus, gadgets, requesters, mouse

GRAPHICS - set a point, print text, sprites

DOS - open, close, read, write files

TRANSLATOR - convert word strings to phonetic strings

MATH - there are several math libraries for single or double precision and regular or special functions (trigonometric, logs powers, roots, etc.)

When you first turn on the Amiga the locations of these libraries may be different from previous times so you can't directly use one of the routines, but must open the library first. There is one constant, however, the address of the EXEC library is always at location $4; since addresses in the Amiga are usually long they are given as HEX values omitting the #. Within the EXEC library are routines to open and close any other library. The reference to any library routine is always a negative number used as an offset from a library location. This offset is not the start of the routine but, rather, the location of the address for that routine (if the format JSR ########). For example, the address for the routine to open a library is located at -552, or 552 bytes away from the EXEC library beginning; the address of the routine to close a library is at -414. You don't need to worry about the actual address, but you do need to know where they're located - those negative offsets. A little later I'll show you how the assembler will help you with this.

In almost every library routine certain registers must contain specific information and the result, if any, is returned in specific registers, usually D0. To open a library the location of the EXEC library address ($4) is put in A6, the latest library version desired or, more usually, a 0 for "don't care what version" in D0 and the library name address in A0; the desired library location will be returned in D0. The library name is a name location in your program that contains the actual library name. You'll see how the assembler does this shortly. Most of these library names except for the math ones are the name of the library itself followed by ".library".

OPEN/CLOSE A Library

Let's see how to open the INTUITION library. The library name will be at a location called INT and we'll store the returned address in a location called INTBASE. A short routine to open this library could be -

```
MOVEA.L  $4,A6        ;contains the EXEC library address
LEA      INT,A0       ;location of INTUITION library name
MOVEQ    #0,D0        ;use any version #
JSR      -552,(A6)    ;jump to the routine -552 bytes from the
                      ;address in A6 and return when finished
MOVE.L   D0,INTBASE   ;save the address, set flags
BEQ      ERROR        ;branch if not located
```

Most routines follow this format. I could have used TST on D0 to see if there was an address, but MOVEing will set the ZERO flag anyway, so check afterwards. To close the library, which you must do when you're finished with it or at the end of the program, the library address must be in A1. Use code like -

```
MOVEA.L  $4,A6        ;contains the EXEC library address
MOVEA.L  INTBASE,A1   ;address of intuition library
JSR      -414(A6)     ;jump to the close library routine and return
```

The routines for opening and closing libraries are the same for all libraries so they are perfect candidates for MACROS - routines that are always performed in the same manner with only the names or values changed. More on macros in a later article.

Organizing A Program

Now it's time to look at the PHXASS assembler and see how we can begin to write a program. The first line needs to let the assembler know that this section is code to be assembled so use (tab) SECTION (tab) TEXT,CODE. Next would probably be any files you want included that are referred to within the program. These files might contain the offset values for certain libraries, macro routines, etc. Add these files using (tab) INCLUDE (tab) FILENAME; you may have several include files.

This would be followed by your "equates". These are values to be used in place of words you use in your code. In



Circle 124 on Reader Service card.

the program we just listed above you might use -

```
;EXEC OFFSETS
OPENLIBRARY = -552
CLOSELIBRARY = -414
```

Now you could use code like - JSR OPENLIBRARY(A6). While you may assign any name to a value, there are certain names usually used by all programmers to make their source code work for anyone. I'll always try to use these standard equates. In the same manner you can equate names to the various registers with EQUR. Using ACROSS EQUR D6 and DOWN EQUR D5 would always store whatever value you put in those labels into either of the two registers; you can also use those registers anywhere else. You may have variables in your program that you want to change and test for new values. You could use LEN = 32, assemble and try the program, then change LEN = 64, reassemble and retry the program. Anywhere there is LEN in your code will now be replaced with #64.

This section is usually followed by any macros or routines specific to the program. Then there is the program itself. After the program all the data is listed. This usually starts with the code EVEN to be sure it begins on a long word address. Space for any variables to be computed is reserved using NAME DC.B/.W/.L depending if it's a byte, word, or long word, followed by the initial value, usually 0. For example, the address of the DOS library, when opened, gets stored in DOSBASE so reserve space for this long word value using DOSBASE DC.L 0. Separate any non long word values with EVEN to keep them aligned.

Another use for DC.B is to store string phrases or numbers. These must be in quotes and are usually followed by a 0 to indicate the end of the string. This is how those library names get entered. You might store the INTUITION library name using INT DC.B 'INTUITION.LIBRARY',0. Now the location INT can be used as the address of the library name to go in A0. Multiple values of the same length can go on the same line such as -

```
COLORTABLE DC.W $0C64,$0D43,$0E22,$0F01
```

Word equivalents may be used in any storage location or code as long as they have been equated to a numerical value in your listing or in an include file. Storage space for lots of data can be reserved using DCB or BLK.B/.W/.L HOW_MANY,FILL_VALUE or DS.B/.W/.L HOW_MANY; the latter will automatically fill the block with zeroes. If you haven't done so already, now is a good time to read the PHXASS.DOC manual.

Let's write a program that will open the DOS library and print it's location, in HEX, to the screen. A new command first - ROL/R. This command will rotate a register left or right one bit; the bit that goes off the end rotates back to the other end, so it takes 32 rotations to restore a register to its original contents. This command will help us isolate each four-bit number and convert it to a CHR$. We'll use the DOS function WRITE which writes the contents of a buffer to the screen. WRITE needs the location of an output file in D1, the input buffer or string location in D2 and the length of the text in D3. The DOS routine OUTPUT will return the output file address in D0 which is usually stored in memory location CONHANDLE. When using WRITE the text or buffer contents do not need to be null (0) terminated since the number of bytes to print is in D3; it's still a good idea to terminate strings with 0, however, since most other routines require it.

Using Listing 1

With this information, let's follow Listing 1. There are four offset equates for the routines the program uses. After saving the stack pointer the DOS library is opened and it's address used in OUTPUT to get CONHANDLE. The DOS library address is put in D0 and our input BUFFER address in A0. Rotating D0 four bits to the left moves the left-most number to the right end. Since we'll be storing this number as a character in the buffer first move this value into D2 so we can modify it and move this value into the register with #$F to be sure that D2 contains only a number from 0 to #$F. Since the CHR$ for letters starts at #$30, add this to D2. If the current character value is for a 0 to 9, branch to OK; if not, add 7 to convert it to the CHR$ value for A to F. Putting the character we're using in quotes instead of its actual character value is much easier than trying to remember all those character values. Move this value to the buffer location and increase the buffer address by 1; the "+" after (A0) means to increase that register by the size of the MOVE command. Add 1 to D3 and see if we've filled our buffer with 8 characters yet; if not, repeat the process.

When the buffer is full (eight characters), put the CONHANDLER address if D1 and the BUFFER address in D2;

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Circle 122 on Reader Service card.

increase the length in D3 by 1 since we'll also print a line feed (CHR$10) after the eight numbers. Then call the WRITE function, close the DOS library and restore the stack. Type and save Listing 1 as DEMODOS.ASM; assemble it with PHXASS DEMODOS.ASM and link it using PHXLNK DEMODOS.O. Run the program DEMODOS and you'll see the location of your DOS library. This routine could be modified to print the HEX contents of any register. Could you print the decimal value instead? Or, how about first printing a message giving the library name followed by its location. Try this for several libraries.

For a more in-depth discussion of these first articles refer to *AC's TECH* magazine V2.1 (pages 45-52). Next time we'll do some math and write a program for a financial calculator. Until then, happy programming.

```
;Listing1.asm - DOSDEMO.ASM
   section  text,code      ;for PHXASS assembler
openlibrary    =  -552      ;exec routines
closelibrary   =  -414
output         =  -60       ;dos routines
write          =  -48

start:
   move.l   sp,stack        ;save the sp
   movea.l  4,a6            ;exec location
   lea      dos,a1          ;dos name
   moveq    #0,d0           ;any version
   jsr      openlibrary(a6)
   move.l   d0,dosbase      ;save dos address
   beq.s    done            ; or branch if none
   movea.l  d0,a6
   jsr      output(a6)      ;get conhandle
   move.l   d0,conhandler   ;save address

fillbuffer:
   move.l   dosbase,d0      ;dos address
   lea      buffer,a0       ;our storage area
   moveq    #0,d2           ;clear
   moveq    #0,d3           ;clear character counter
more
   rol.l    #4,d0           ;rotate left 4 times
   move.l   d0,d2           ;save changes
   andi.b   #$f,d2          ;get 0 - 15
   addi.b   #$30,d2         ;chr$ values
   cmpi.b   #'9',d2         ;is it 0 - 9
   bls.s    ok              ; it is
   addq.b   #7,d2           ;make it A - F
ok
   move.b   d2,(a0)+        ;save,increase buffer
   addq.l   #1,d3           ;increase counter
   cmpi.l   #8,d3           ;done 8 yet
   bne.s    more            ; branch if not

printlib:
   move.l   conhandler,d1   ;output buffer
   move.l   #buffer,d2      ;input buffer
   addq.w   #1,d3           ;also printing a linefeed
   jsr      write(a6)       ;print our buffer

closeout:
   movea.l  a6,a1           ;dos address
   movea.l  4,a6
   jsr      closelibrary(a6)
done
   movea.l  stack,sp        ;restore the stack
   rts                      ;return to cli
   even                     ;force to long word address

storage:
stack      dc.l  0
dosbase    dc.l  0
conhandler dc.l  0
buffer     ds.b  8          ;8 bytes
           dc.b  10         ; plus linefeed
   even
dos        dc.b  'dos.library',0
   end
```

•AC•



Feedback

Letters to the Editor

Dear AC,

We have a CDTV with an Amitrix Hard Drive controller card and Quantum HD, a DKB MegAChip and a keyboard extension kit. We are extremely pleased with it. However, I would like to upgrade it to either 2.1 or 3.1 and get it to call up Pal display. I understand that a stock CDTV is 1.3 and will not do that, but I wonder if I can replace the motherboard with an A500 rev 6.02 motherboard? If so, can someone give a basic instruction guide as to how to do it? Can the CD-ROM drive be replaced with a Double or Triple speed CD ROM drive?

We are sorry to see another magazine stop publishing for the computer world, e.g. *Amiga World*, but we're all glad to see that *Amazing Computing Magazine* "still keeps on ticking".

Thank you very much,

Ron Oberheu
Manager
Penguin Music Store #3
Toledo, OH 43623

I am sorry that as of press time, we have not been able to get a firm answer to your question. The current number of organizations that we can turn to for these answers is, as you know, extremely low. While I do not believe what you want to do is possible, I will leave this open to our readers for a response.

In addition, I have forwarded your letter to SCALA. I believe that SCALA has done an enormous amount of work with the CDTV and the CD32. My belief is that if anyone could do what you want, SCALA has probably already tried it.—Ed.

Dear AC,

This is a note to inform you that I, a subscriber to *Amazing Computing* and *Scientific Amigan* am committed, as you are, to support the amazing computer, the Amiga.

Recently, I upgraded my Amiga 1200 with 4MB of chip RAM using a DKB 1202 board. Since this was a substantial investment, I am showing that the Amiga will stay the main computer of choice for my family. I upgraded to be able to run productivity programs such as FinalWriter, which require more memory than I had previously. I also bought Checks & Balances, Maxon Magic, and On the Ball to round out my wants for the moment.

I have not had any problems with the 1200 and I look forward to using this machine for years to come. I also want to thank you for producing a valuable magazine.

Mark A. Dekeyser
Waterloo, Ontario Canada

Dear AC:

I second the motion for basing the Amiga OS on top of the Toas kernal. The establishment of multi-processing ("multi-threading" in some circles) is the direction all work stations will go. And with the development of so many really good processors, the virtual processor (VP) is the best and correct programming model to allow the personal choice of processing power without having to give up what one already has. What a great way to abolish "upgrades" and establish "add to's."

Even before the A3000 was introduced I corresponded with the head engineer who happened to be in charge of the designing of said machine (unfortunately I do not recall his name). I proposed a multi-processing architecture to him that would have worked even under Amiga DOS 1.2. I was not in the least surprised that Toas was derived from familiarity with the Amiga OS. Though Toas is not all that important in the Amiga gaining the ability to multi-process, it is already mature in the ability of unlocking a work station from a single processor and a single make and model of processor.

But let us not forget that a work station is not just an operating system (OS). It is an architecture of many parts that can help or hinder the desired outcome of the human user. The OS should as much as possible be transparent to the user. A plug-in-card slot should be available to any device, on a bus that is uniform from end-to-end (i.e. no processor specific slot). All a bus should be is a path for data transfer, not memory addressing. A

drive (disk, hard, or CD Rom) should be an input-output device and not a driver and a ROM and a couple of megs; just a drive. Software development should not be "C" or go home. There are "Basic" minds, "Assembler" minds, "Pascal" minds, "Modular II" minds, and "Fortran" minds. Software developers do not need "Foundation Classes", just a language they understand; the OS will be the foundation (virtually through Toas' VP code).

To whomever may end up with the Amiga rights, there are over 10 million cases, power supplies, keyboards, mice, hard drives, disk drives, CD ROMs, and monitors that have been previously purchased. I for one do not need any of the aforementioned for what I have of those are working fine (thank you). It may not be all too novel an idea but, how about designing mother boards that fit into the existing cases.

Do you need help in figuring this out? From my perspective I will not waste what I have. From your perspective, it's a matter of cash flow and time:

System	A6000/060	Motherboard
Price	$3500	$450
Time to Purchase	3 + years	3 months
Your Balance Sheet	in the red	in the black

Thank you,
Gerald R. Kuzawa
Sacramento, California

Dear AC,

Enclosed please find two Polaroid snapshots of the license plates that I have on my mini-van.

In my opinion the Amiga is the LUXURY CAR OF COMPUTERS. BAR NON! The main reason I feel this way is because of the great way the Amiga operates compared to other machines.

As the Amiga was and still is the leader in multitasking functions, I feel that it was born to MULTITASK, I still say that you don't need to go to school to learn how to run one. With a PC, in order to have sound you have to buy a sound card. However, with an Amiga, sound is already installed right out of the box, in stereo even.

I like my Amiga so well now that I'll never go to any other brand, no matter how much less they are in price. Yes I know that most other computers have CD ROMs installed in them, for less money than the Amiga, however installing a CD ROM in an Amiga isn't much of a problem either.

I used to have a Commodore 128 and when I saw the first Amiga 1000 demonstration, I thought I would never need one. In 1987 I purchased my first Amiga 1000, I thought I really had something. It had 1.5 megs of ram, I also purchased a SuperGen genlock at the same time. In 1990, I traded my 1000 in for an Amiga 2000HD with a 40MB hard drive and 3 megs of memory. At the time, I thought I would never fill up that much hard drive space. A short while later I did.

I later sold my 2000 and in January 1994 I purchased my Amiga 4000/040 with 530MB of hard drive space and 16 megs of RAM!



Jerry Hehr of Medina, North Dakota really believes in his Amiga.

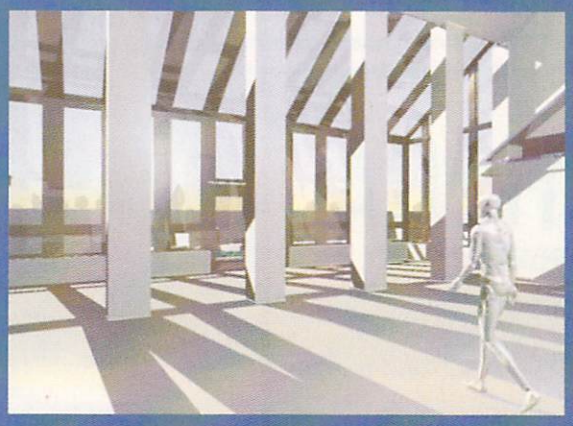
Now I really think my computer can work with the best of them, I have many friends that have never even heard of an Amiga computer, however when they see mine they seem very impressed.

Jerry Hehr
Medina, ND

If you have a letter for Feedback, send it to:

Feedback
c/o Amazing Computing
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Coming Next Issue!



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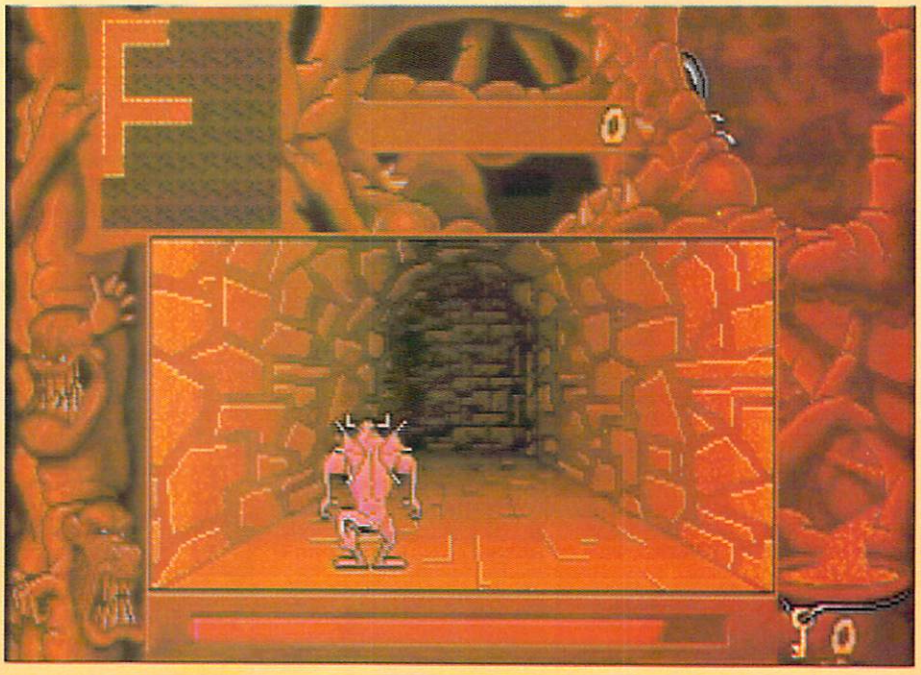
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Litil Divil

Reviewed by Jason D'Aprile



Devilish Point Of View
Litil Divil's control screen keeps track of your position (upper Left), your discovered wealth (upper middle), and even the number of keys you have discovered. The Litil Divil is easy to control as the animated character moves from one challenge to another.

It's very seldom when a truly entertaining and original game comes down the pike-especially for the CD-32. Litil Divil from Gremlin was originally released for the CD-i system, but it is now available for the CD-32's library as well. And it's about time, too.

The premise is decidedly obnoxious. Mutt, the Litil Divil, has had the unfortunate luck of drawing the small straw in the Grand Council's lottery. The Prize? He who draws the straw must venture into the Labyrinth of Chaos to retrieve the Mystic Pizza of Plenty. So, Mutt must venture through the five huge, winding, trap filled levels of the Labyrinth so his divil "friends" can have good take out.

The graphics (and humor) of the game are more than a little reminiscent of Core's Heimdall. The game predominantly takes place from two different views. One is an almost first person view where you must lead Mutt through the corridors to find the various puzzle rooms. In this view, which takes up much of the game,

you guide Mutt around hall traps and through the many passage ways. The second perspective is an isometric, overhead viewpoint used in the various puzzle rooms of the Labyrinth.

Graphics are excellent and very cartoon like. The colors are vivid, the animation good and just watching some of the game's many puzzle sequences can be entertaining. Music in the game is also very good, with a distinct Irish flavor (not surprising since Litil Divil is a product of Gremlin's Ireland division). Sound effects are pretty sparse, however, and the extent of any voice in the game is mostly grunts and groans from Mutt.

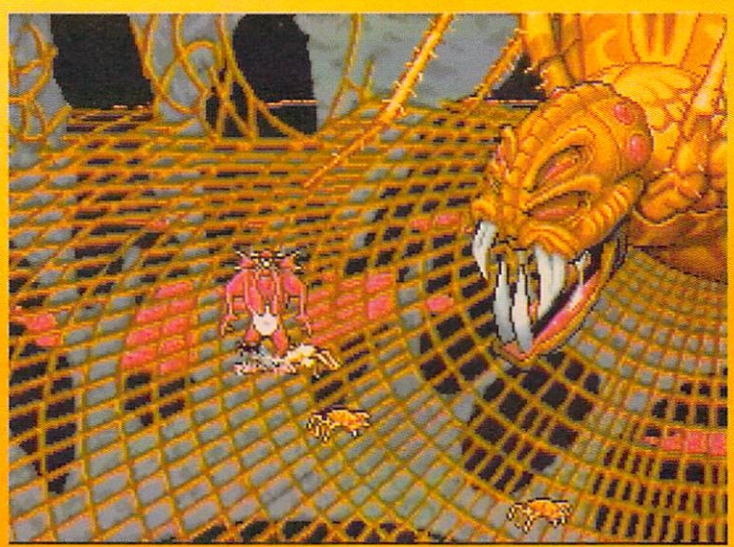
The game's puzzles are wildly varied in both content and difficulty. The diversity of puzzles is what will give Litil Divil a front row seat on your CD-32 play list for some time to come and the distinct humor (sometimes to the absurd) and characters will keep you entertained the whole way through. The sequences range from fighting and hopping to memorization and logic and the various scenarios for these challenges are always interesting.

There are definitely some problems with Litil Divil, though. The isometric viewpoint always makes for unusual control, but the game is sometimes hampered with sluggish, unresponsive control. Litil Divil has no opening sequence cartoon, which was very disappointing since this is supposed to be a CD-only game. The game only saves your dungeon level-thus forcing you to start over at the beginning of whatever level you were on when you saved. Also, in order to load a saved game, you must always fight the first level bridge guard (the game only allows access to saved games from the inventory screen, which can only be accessed in the Labyrinth). On top of that, in order to actually save your game in the first place, you have to find the save room. Litil Divil does not automatically save the game upon level progression (save rooms also heal you, by the way, which is the purpose of level one's save room). On the upside, saved games only take up one byte of the CD-32's precious save RAM.

The outstanding graphics, appealing characters and amusing diversity all make Litil Divil a little treasure of a game on the CD-32. Litil Divil is an excellent mixture of role playing games, arcade action and mind bending puzzles that is sure to appeal to a wide audience of gamers. Litil Divil is also in NTSC mode, which is another plus, considering most of the CD-32's software (especially the really good games like Tower Assault and Super Stardust among others) is in PAL Mode. Litil Divil is one of the best CD-32 games out there and is definitely a must have.







Puzzling Circumstances
Each challenge requires some thought and sometimes a tool purchased with the gold you remove from the discovered skeletons of past gamers.

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Fred Fish Disks 1060 to 1080

An Amiga Communications Program, Amiga BASIC compiler, Arexx program directory, and more from the Fred Fish Library.

With the Fred Fish Disk 1000, Mr. Fish completed a landmark in freely redistributable software. He also completed his last floppy disk and turned to CD-ROM as a means of distributing software on the Amiga. Unfortunately, many Amiga users still do not have a CD-ROM for their favorite computer but want to remain current with the best that the non-commercial software world has to offer. For these users, Fred has authorized the creation of a floppy library series to coincide with his CD-ROM releases. Fred Fish Disk 1041 to 1060 are described below.

Fred Fish Disk 1060

AmiTCP-Demo 4.0 A demonstration version of AmiTCP/IP, the most videly used TCP/IP protocol stack for the Amiga. AmiTCP/IP utilizes the standard Sana-II network device drivers and provides an application level socket interface to the Internet protocol suite as an Amiga shared library.Author: AmiTCP/IP Group

Fred Fish Disk 1061

Term 4.3 A telecommuncations program designed for use with any Commodore-Amiga computer running Kickstart 2.04 or higher. Its features include: Fast built-in VT-220 terminal emulation, support for custom terminal emulation modules following the 'XEM 2.0' standard, operates in any display environment, supports all screen display modes, support for file transfer modules following the 'XPR' standard, file- and printer-capturing functions, review-buffer support, powerful phone book and dialing functions, oOnline-help (requires AmigaGuide package), built-in 'ARexx' interface, file upload list, which permits selecting the files to be transferred before the upload is started, login script learn mode, built-in keyword/response parser which makes it possible to have term' respond to BBS prompts and such with the user name, password, etc. without having to program the ARexx interface, and more. Due to it's size, Term has been split and spread over 4 Disks: Diskette 1061: Term4.3/ : Complete installation, with needed Libs and Fonts. Term4.3Libs : XPR-Transfer Libraries

Diskette 1062:
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Term4.3Docs : Complete Documentation of all Term-related files, such as XPR-Libs
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Author: Olaf 'Olsen' Barthel

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CCC 0.9 Destroy a large city with your monster You guide a monster on its career of trashing a large city. Your objective; to destroy as much of the city as possible before your monster is destroyed by the military. The game is keyboard controlled for one player. Choice of monsters and different weapon types. This is an update from version 0.2 to 0.8 Author: Ronald F. Picardi

Fred Fish Disk 1066

AirTaxi SpaceTaxi clone for 25MHz+, 1m+ chip AirTaxi is a SpaceTaxi clone for 1-5 players which uses a 4-joystick parallel adapter for players 4 and 5. A very entertaining, colorful and noisy game with multiple levels. Author: David May

Fred Fish Disk 1067

Type1 1.4 PostScript font engine. Postscript Type1 fonts on the Amiga - (at last!) The files in this distribution implement a Postscript Type1 font engine for the Amiga. It is designed as a shared library that does for type1 fonts what 'bullet.library' does for compugraphic fonts. In addition, a program 't1manager' is included, which is required to install, remove, and preview type1 fonts. Includes 68000 and 68030+882 versions. Author: Amish S. Dave

Fred Fish Disk 1068

Yak 2.0 8 A multipurpose commodity. Yak stands for "Yet Another Kommodity" and is a mouse/window manipulation program along the same lines as DMouse, MightyMouse etc. Author: Ga I Marziou, Philippe Bastiani

AddressBook 0.32 A new address database using MUI Address-Book is yet another address utility. But it has some useful features; Address-Book is GIFTWARE (there are no limitations), Address-Book uses MUI (nice gui), Multi addresses for any entry (very useful for students), Multi phonenumbers for any address, Multi E-Mail's for any entry, Arexx Support via Server, etc. Author: Joerg Krause

Fred Fish Disk 1069

ARexxAppList1995.01.30 List of 425 programs that support ARexx. The ARexx Application List. A list (plain text) of approximately 425 Amiga programs that support ARexx, with brief descriptions of their capabilities. Updates are posted in the USENET newsgroup comp.sys.amiga.applications. Author: Daniel J Barrett

SmokeEmPoker 1.4.1 Multi-player draw poker game. Play draw-poker against five opponents at once (not 'video' poker). Easy-to-use graphic interface, configurable preferences, multi-tasking and system-friendly. Version 1.4.1 adds stats graphing, key shortcuts, sound effects, bug fixes, and more prefs. Requires WB 2.x or later, at least 2 megs of memory, WB overscan, speech requires Amiga speech software. Author: Dave O'Brien (dave.obrien@sybase.com)

Fred Fish Disk 1070

PhxLnk 4.15 AmigaDOS module linker. PhxLnk supports all features of a standard Amiga-DOS linker (like BLink), except of overlay hunks and automatic link vectors (ALV). Implemented functions; Links object files and libraries

(SAS/C extended libraries also), Sections may be forced to Chip-memory, Small Code, Small Data, etc. PhxLnk is FREEWARE. Author: Frank Wille

BitOp 2.2 Bit tool; dec-hex-bin conv; calc. A tool for creating/editing bitmasks. Also converts dec-hex-bin. And can be used as a calculator. Performs AND, OR, EOR, ADD, SUB, MUL, DIV, NOT, NEG, and SL/SR on any one or two numbers. Author: John Corigliano

MemWatcher 1.0 Replaces drip, WB-Displ., Cluster Source. MemWatcher's purpose is to control memory loss and memory consumation of programs under development. Easy to use Workbench interface. Author: Frank Brandau

ACE 2.35 Update (V2.35) of Amiga BASIC compiler. ACE is a FreeWare Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables. The language defines a large subset of AmigaBASIC but also has many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and a variety of other commands and functions not found in AmigaBASIC. Author: David Benn

ADoc 1.02 Create autodocs and/or texinfo from src. The ADOC scanner creates Autodocs or Texinfo source from source code. It is an enhanced version of Bill Koesters 'Autodoc' program as of 21-Aug-89 which is part of Commodore's Native Developer Kit (NDK). Author: Tobias Ferber

Fred Fish Disk 1071

RexxSkeleton 2.4 Create ARexx intuition skeleton. This program could save you many hours of programming and makes ARexx intuition related to your scripts real fun - just press one or two buttons and a full ARexx intuition skeleton is ready by your hand. Rexx Window Skeleton is dedicated to RexxArpLib.library 3.3 by W.G.J. Langeveld - which gives a nice ARexx intuition interface that looks like OS2/3 and works like c intuition programming. Author: KÂre Johansson

PhxAss 4.14 Highly optimizing macro assembler. PhxAss V4.xx is a highly optimizing macro assembler for Motorola's 680x0 CPUs, 6888x FPUs and 68851 MMU (of course, the 030, 040 and 060 MMUs are also supported). It requires OS2.04 (V37) as a minimum and does no longer support older operating systems! (Kick 1.x owners: Get PhxAss V3.97). PhxAss is SHAREWARE. A registration will cost you 25 DM or 15$. In return you will receive the latest update and the right to ask me for a new update whenever you want. Author: Frank Wille

MiserPrint 1.15 Print util for inkjets (HP-compatible). MiserPrint is a print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet or compatible printers. Author: Heinz-Guenter Boettger

Fred Fish Disk 1072

A4000HW 2.0 Reference guide to A4000 hardware. This file is a reference to various tips, problems, repairs, and other information on the Amiga 4000 and common boards and peripherals. Author: Warren Block

A1200HW1.0 Q & A about Amiga 1200 hardware. This is a text file that attempts to answer the most common hardware questions about the Amiga 1200 simply and concisely. Which is not to say that it succeeds... 8-) Author: Warren Block

ARexxSupervisor 1.20 Tool to test/debug ARexx interfaces. ARexxSupervisor is mainly a tool for the developpers of you who want to integrate and properly test/debug ARexx interfaces in their programs. ARexxSupervisor provides a means of mouse-controlling the data that is sent to a valid ARexx port. Be careful however, it is easy to make destructive actions or provoke deadlocks or gurus. Author: F.DELACROIX

RexxDosSupport 2.3 ARexx function lib for V37+ dos functs. ARexx function library for accessing Dos V37+ functions. Author: hartmut Goebel

Puzzle1.3 Try to put 16 color images back together. This is a simple puzzle game. You have square pieces and you move them around to make the picture. It is all mouse driven. You can show the picture (remember to press the left mouse button to return to the puzzle) It is a simple program that doesn't keep track of whether you have completed the puzzle or not. Also, I never got around to putting in double buffering to get rid of the slight flashes. Oh well. Author: Brian Gragg

Fred Fish Disk 1073

GfxCon 1.3 Image format converter for most formats. Image format converter that can load and save most formats: Load: ILBM, LBM, RGB8, RGBN, PCX, IMG, BMP, RLE4, RLE8, GIF, TIFF, JPEG, RGB-Raw, Targa Save: ILBM, PCX, GIF, JPEG, RGB-Raw, Postscript. Author: Dirk Farin

Fred Fish Disk 1074

TPD 39.6 Tron's PCX DataType 39.6. This datatypes enables your system to read PCX files. PCX is an image file format invented by the programmers of the program "PaintBrush" and one of the most common image formats on MS-DOS computers. With this datatype you will be able to display such PCX files with "MultiView" or load them as patterns or pictures with "WBPattern". Author: Matthias Scheler

Targa_dt 39.1 Datatype for Targa or TGA images. A datatype used for showing Targa image files. Author: Arthur Pijpers ZGIFDataType 39.13 Fast datatype for displaying GIF files. A very fast GIF Datatype Main features include; support of most gifs (only some esoteric, and mostly unused features of the GIF8?a standard have been ignored), uses async file reading for greater performance - on an A1200 will load a picture the same speed off of floppy as off of hard drive!, 100% Assembly language, very optimised, etc. Author: Michael Zucchi

MouseClock 2.0 Battery backed-up clock/cal project v2.0. Hardware project of a low cost, very small external battery backed up clock calendar for all Amigas (especially for A1200, A500, A600). It is connected to the mouse port #2. Shareware, includes source. Author: Adriano De Minicis

Binary_dt39.11 Datatype for viewing binary files in hex. This is a binary data type for using in MultiView or similar programs! The datatype loads any binary file and displays it in a hex format! Author: Stefan Ruppert

C_dt 39.5 C datatype, highlights c/c++ keywords. This is a C Source data type for using in MultiView or similar programs. It displays different parts of a C Source in different style and color, like comments, keywords, basic types and cpp keywords! This goes all through a prefs file. If you design a nice preference file, please submit it to the author, so that anyone can use it! Author: Stefan Ruppert

DefDTIcon 1.7 Changes selected icon images to defaults. This very useful utility installs itself to the Workbench Tools menu. Any file selected via it will have its icon images changed to the default for its datatype. Includes many standard icons. Author: Lee Kindness

Fred Fish Disk 1075

db 2.5 Database with GadTool look db is a small and fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozzens of features not found in db, but they lacked font sensitivity and a standard GUI look and OS 3.0 behaviour. My main need was to keep record on addresses and telephone numbers of friends and companies. Before v2.0 db was fixed to be just an address and telephone database, but that has changed. The program is designed to handle information of your choice. Currently you have to use a file editor to specify the database fields and layout as there is no GUI for that. Anyway that's a one time job, then you just USE the database and have fun. Author: David Ekholm, Datadosen

PCDRV2AM ?.? Use 1.44Mb PC drives as Amiga HD drives PCDRV2AM is a package describing how the author made a DD (880 kb) floppy drive and a HD (880/1760 kb) floppy drive using a 3.5 inch PC 1.44 Mb floppy drive. It consists of three files: PCDRV2AM.IFF picture with the schemes, PCDRV2AM.DOC text describing how to do it, DRIVEID program to check the identification of the drive in the Amiga. The drives are completely compatible with the standard Amiga (HD/DD) floppy drives. There is no need for drivers if you use kickstart 2.x and higher. Author: Dick Diederik

AFile 4.01 A datafile manager. AFile is a data file manager, that is a tool which lets you create and manage your files (addresses, video collections, clients, ...) using an Intuition interface. There is no limitation to the number of fields or records. The program offer the standard printing, sorting, and importing/ exporting

functions. AFile uses AREXX as it's programming language. You can create full input masks with background picture, field positioning, checking of entered data, menus and printing customization. Author: Denis Gounelle

Fred Fish Disk 1076

Man 3.7 UNIX like man/Xman command. A program to handle docs and hypertexts. They can by called easily by shell or by wb. Font-sensitive gui to control features. Appwindow to add texts/guides. Realized as a commodity. Binary only. Author: Markus Hillenbrand

ZShell 2.5 Small, fast shell with CFN and review. ZShell is a small (31K), fast and powerful Shell with many (65) builtin commands. So it replaces most of the commands in the C: directory (like LIST, COPY etc.) what effects in saving disk space and reducing disk accesses. There is no way around ZShell for those who do not have a harddisk or still have Kickstart 1.2/1.3 Author: Paul Hayter, Martin Gierich

Fred Fish Disk 1077

MiniMorph 1.1d A small morphing package MiniMorph is a program that will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation. Actually it works only on greyscale pictures (16-256). It has been written 100% in assembler to be as fast as possible. For example morphing a 320*256*256 picture takes less than 9 seconds on a standard A1200. Author: Philippe Banwarth

VMM 3.0 Virtual memory for Amigas with MMU VMM implements a virtual memory manager for Amigas with a 68040, 68030 or 68020+68851 processor. A localized user interface to enter all parameters and to disable certain tasks and load files from using virtual memory is also provided. For the user interface MUI 2.3 is needed. V3.0 includes the ability to swap out program code, memory tracking, better MMU support, an ARexx port and some other new features. Author: Martin Apel

Fred Fish Disk 1078

PTPrefs 1.03 Changes look of various players This little tool lets to change the picture,pointer and font of most of the stuff that your trackers uses to standard IFF pictures,which can then be edited by your favourite painting program. If the pictures fits your personal taste,you can put them back into the tracker.The next time you start that program,it will use that stuff that you have patched in. Author: MNT

KightsQuest ?.? Single player board game of strategy KnightsQuest is a one player game of strategy, in which you move around an 8x8 grid with a knight (chess piece), trying to land on all spaces. (Not an easy task!) Author: David H. Loeser Jr.

PowerPlayer 4.1 User/System friendly module player A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked & xpk packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use userinterface and an ARexx port, has locale-support and a nice installer script for CBM's installer utility. Binary only. Author: Stephan Fuhrmann

Fred Fish Disk 1079

Reminder 6.0 A nice reminder utility. Reminder keeps an eye on a list of messages and commands, which the user (you) wants to be shown and/or executed at a specific time or time intervals. Any or all of the timeparameters can be wildcards. Once every minute the list is checked, and if a match between the systemclock and a time specification is found a window will pop up, and the message(s) will be shown and/or the command(s) will be executed. Because Reminder is supposed to run as a backgroundprocess, it is designed to be memory efficient and use as little CPU time as possible. Should you however be the owner of an unexpanded A500, or for any other reason NOT want the program to run continuous, it is possible to show all messages for today at once, and then die (when using this option no commands will be executed). Author: Ebbe Holleris Petersen

LazyBench 1.20 Launches applications from a ListView. LazyBench is the perfect solution for lazy people with a hard disk crammed full of goodies, which are too difficult to reach because they are buried away in drawers inside drawers, inside drawers. From then on, you can use its hot key to pop up its window and effortlessly launch your favourite applications (Tools or Projects) from a ListView. LazyBench is 100% OS compliant and has been extensively tested with tools like Enforcer and Mungwall, has a real font adaptative GUI with a dynamic layout engine, supports Locale, virtual and public screens, third parties graphics boards, and is fully userconfigurable. Usually these features come at a price, in terms of executable size, performance, or both, but not in this case: LazyBench is just 16472 bytes long, works well even with a plain 68000 CPU, and doesn't need any custom libraries, handlers or devices that aren't already a part of the Amiga's operating system. Author: Werther 'Mircko' Pirani

FlushCX 2.01 The ultimate commodity killer. FlushCX is a useful tool which terminates all active commodities and that way some memory is gained. This can be pretty necessary e.g. on an A1200 without extra memory. Contains both a CLI-only version and a WB-only version. Author: Jan St^tzer

FlipIt 2.0 Flip through screens via hotkeys. Commodity that lets you install hotkeys for flipping through screens. FlipIt lets you specify a hotkey to push the frontmost screen to the back, and a hotkey to bring the rearmost screen to the front. This is useful when using programs that do not have depth gadgets on their screens. Author: Michael J Barsoom

ForceIcon 1.8 Substitute Icon images and positions ForceIcon is an utility mainly for users of CDRom drives or users of networking software capable of sharing devices and icons. Since one can not snapshot the position of a volume's icon (on read only media), nor replace it by a user-defined one, I wrote this utility. ForceIcon allows you to set the position of a disk's icon and/or replace it by a different image/icon which doesn't have to be a disk.info file. All types of ".info" files may be selected. Special features include inheritance of device specific settings, specifying the root drawer's size/position and display flags/modes. ForceIcon may even change the look and position of AppIcons. Author: Kai Iske

Fred Fish Disk 1080

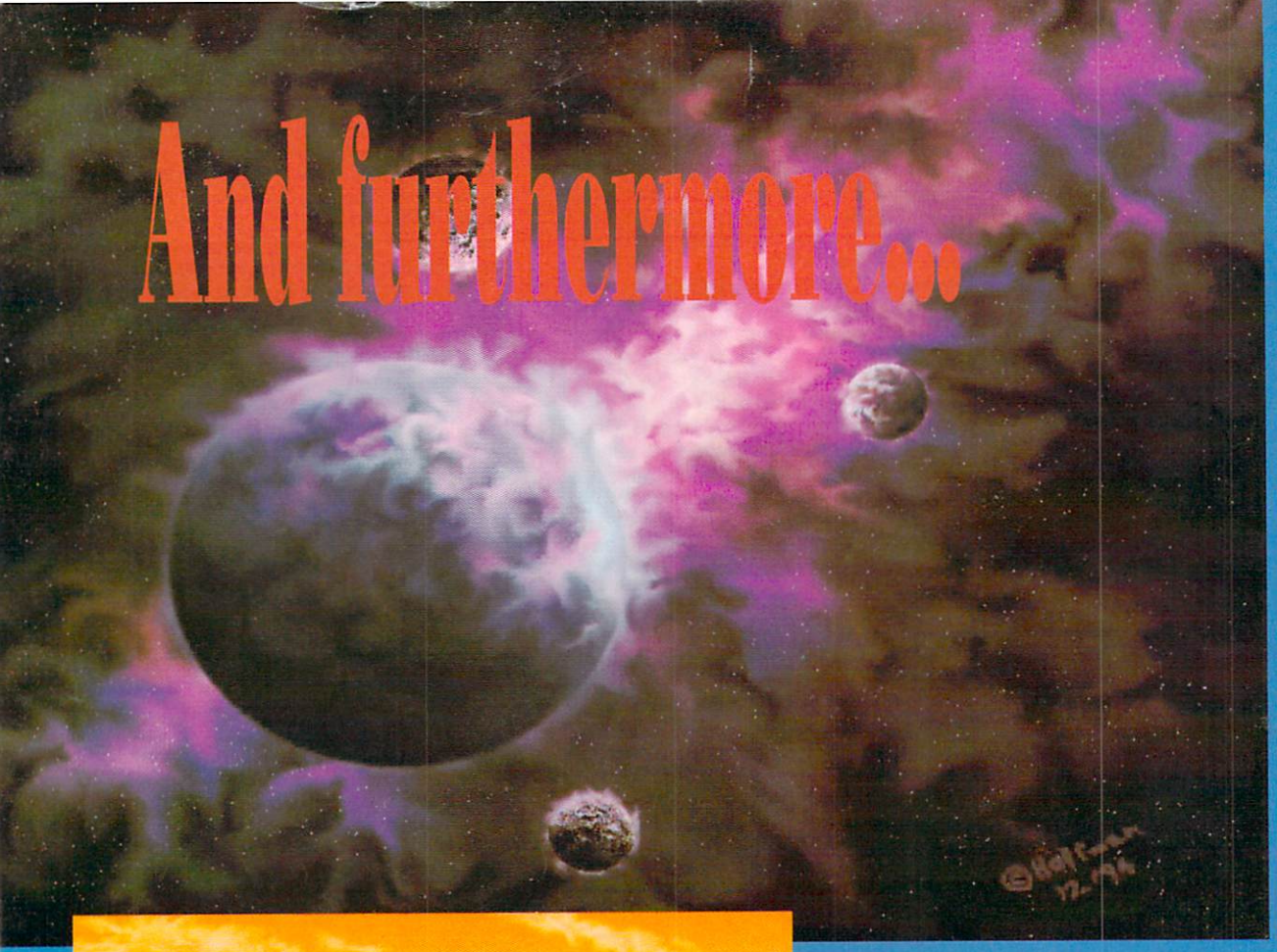
Picticon 1.1Scales pictures into icons. os3.x only. Allows pictures to be dropped onto an appicon. Will then load the pictures using datatypes.library and scale them into icons. Many options to customize how the scaled picture icons will look. Allows frames/backgrounds and size text (built in fonts, tho). Author: Chad Randall

AppLauncher 1.0 Application Launcher for WB2 and WB3. AppLauncher is an AppWindow, AppIcon and AppMenu application that lets you quickly launch your favorite applications via the Tool Menu, Launch Palette or remotely using ARexx commands. AppLauncher is incredibly easy to use because of the intuitive user interface and flexibility. Application can be launched using the or by using the Workbench Tool menu or ARexx. Any Tools or Projects can be launched by simply drag and drop and double clicking the icon. AppLauncher supports the standard Workbench icons, NewIcons, and MagicWB icons. Unlimited number of preferences can be used with AppLauncher. You can load a new preference dynamically. AppLauncher can run on any platform with Workbench 2.0 or higher installed and 512K of RAM. Author: Danny Y. Wong

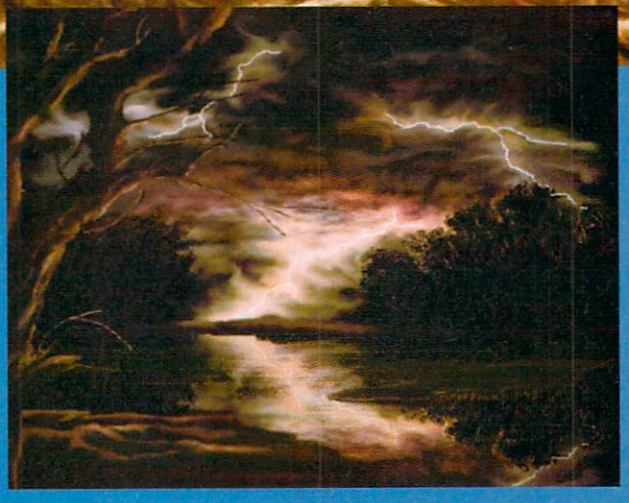
MCP 1.02 A powerful Multifunction Commodity. MCP (Master Control Program) is a powerful Multifunction commodity with the following features: Mouse-Speeder, Drive-NoClick, SetDRI pens, AssignWedge, automatic Screen-activation, AppChange, NoTopaz, Screen-Blanker (supports SwazBlanker), Screen-Dimmer, MousePointer Blanker, Alert-History, full Windowmoving, QuietTD, CrunchPatch, DosWildstar (* instead of #?), 16 Color Pointer, complex Promotor, PatchRGB32, New Workbenchtitle, LibSearch / FontSearch, Formatprotection, ToolAlias, AssignPrefs, Borderblank, NoGuru, little RTPatch, WorkbenchTitle activate, CopyMemQuicker, No Chipmem option, No Capslock, CacheFont, ToolType Enhancer, many Hotkey Functions, MUI Prefs-Program, Coded in 100% Assembler, uses Reqtools.library. Author: Stefan "zerocom" Sommerfeld, Michael "Oxygene" Knoke, Vincent "fOX" Sch^ttke

•AC•

And furthermore...







Amazing Artist

Marc R. Hoffman, a frequent writer for *Amazing Computing*, is also an accomplished computer artist. Recently, Mr. Hoffman submitted his work for review and judging in the BitMovie '95 competition in Italy. The following results were received in the popular vote categories.

Top: COSMOS - 4th Place, 2D Still Image Category

Middle: APPROACHING DUSTSTORM - 9th Place, 2D Still Image Category

Bottom: ELECTRIC SUNSET - 1st Place, 2D Still Image Category

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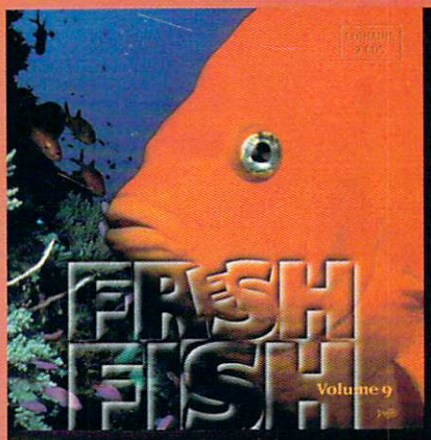
FrozenFish PC $24.95





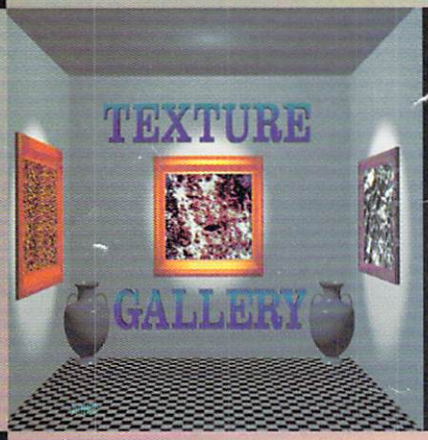
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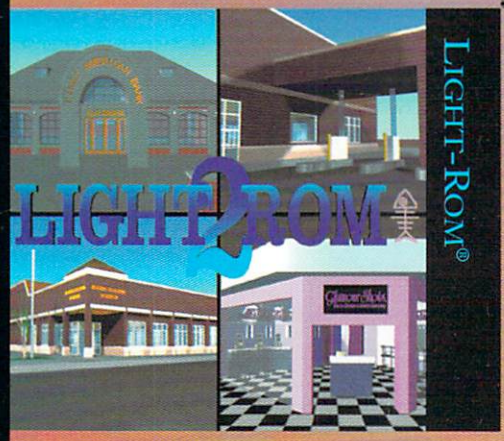
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